Romance of The Three Kingdoms X

TEEN
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CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

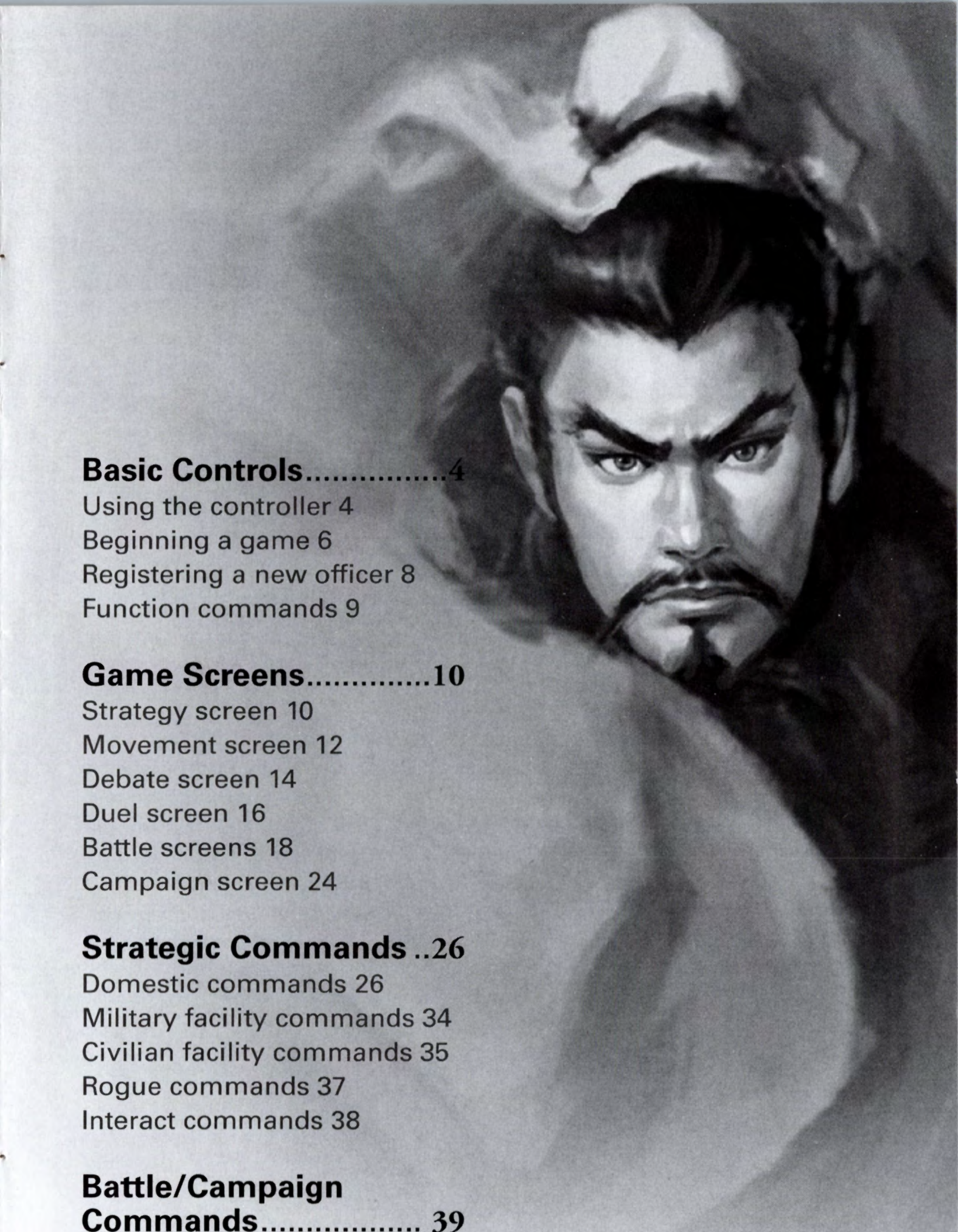
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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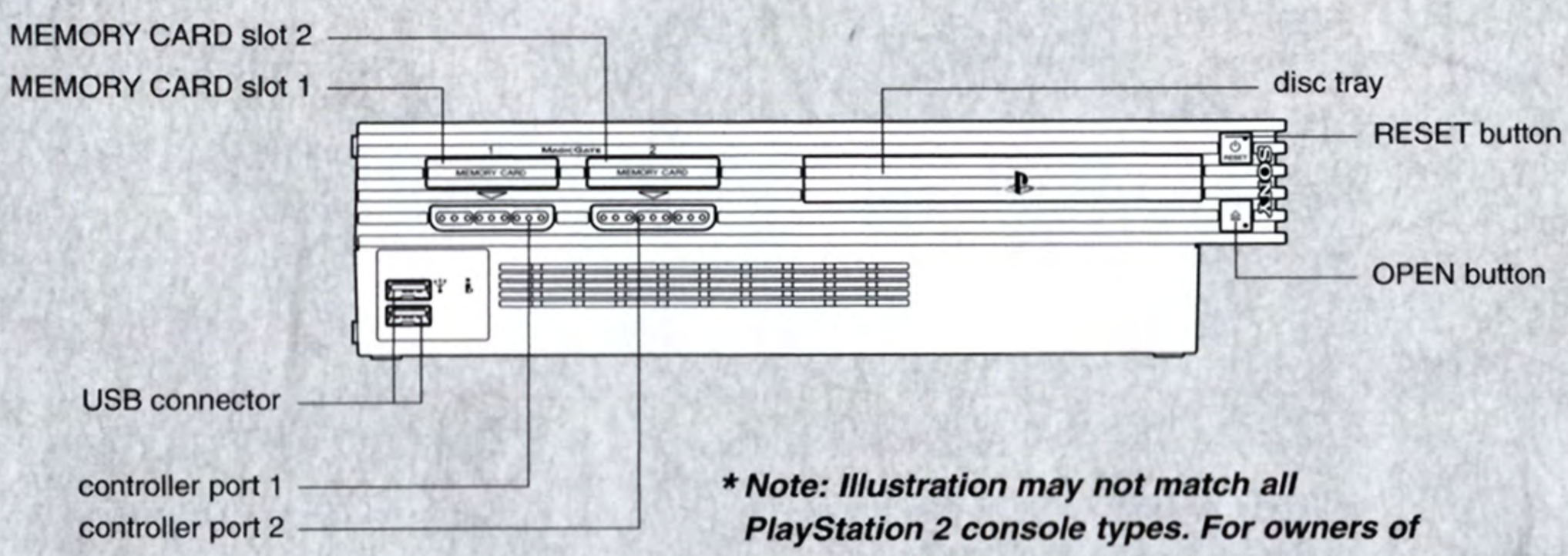
Manual Design:Hideki Sato and Shimazu Design Office

Getting Started



***Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Romance of The Three Kingdoms® X disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

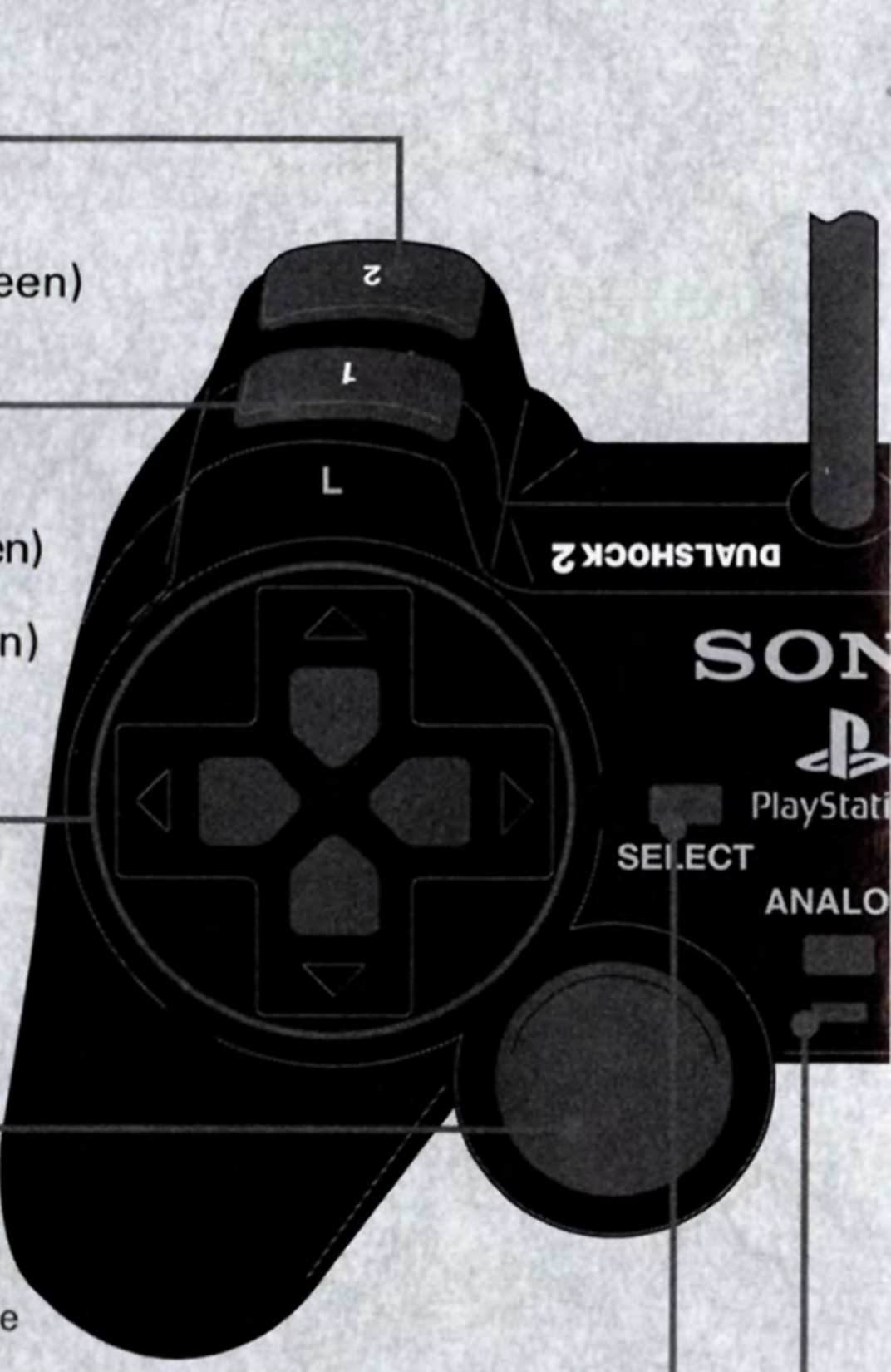
DUALSHOCK®2 analog controller

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Basic Controls

Using the controller

The basic control scheme is outlined below.



L2 button

Display orders/request information
Display troop information (in battle screen)

L1 button

Flip through information windows
Jump to main character (in movement screen)
(when cursor is not placed on a character)
Change facing direction (in battle screen)

directional buttons

Move cursor

left analog stick

Move cursor

L3 button * Press down on the left analog stick.

Display message history

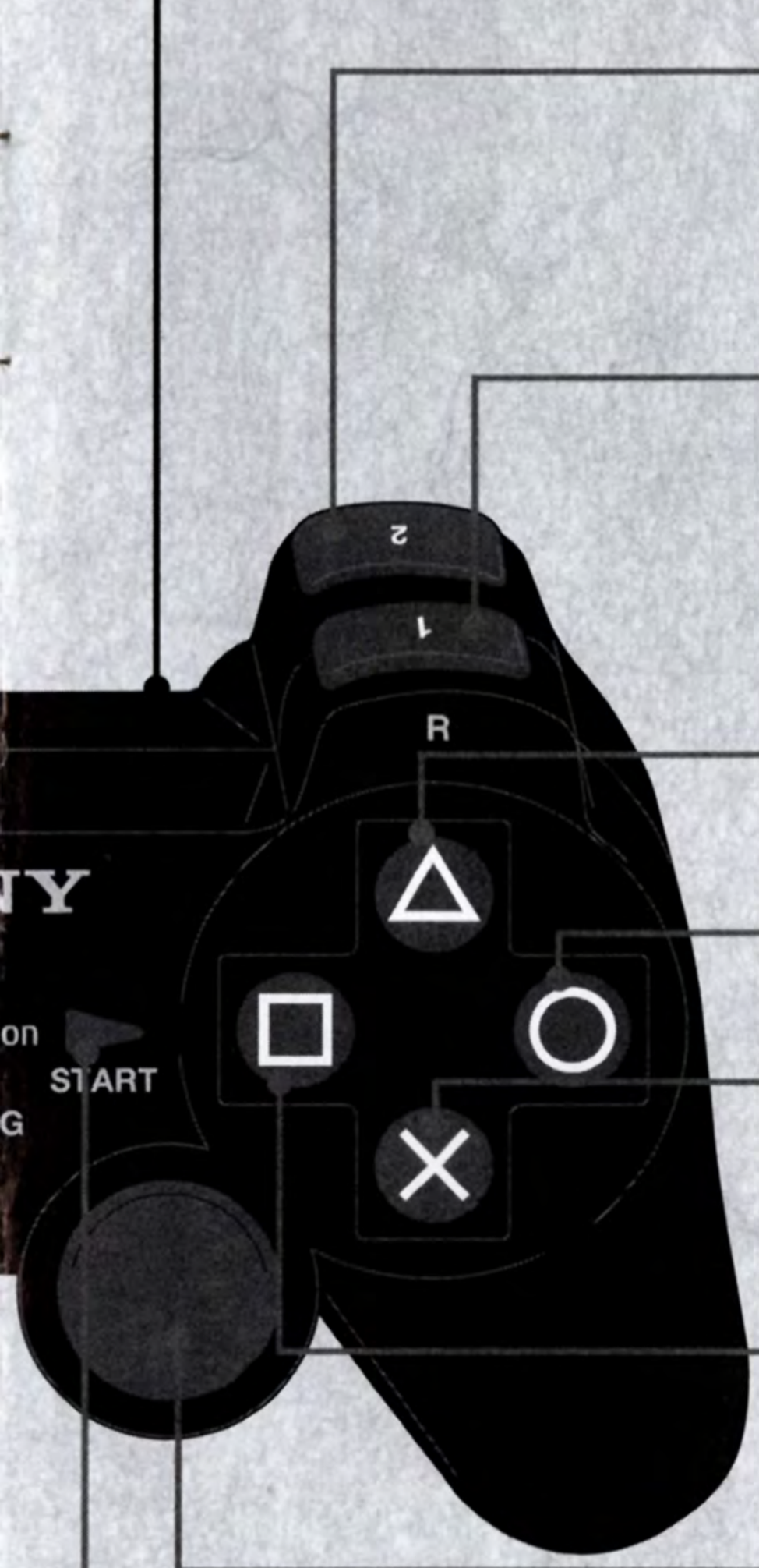
SELECT button

Display help

The analog LED will remain on the entire game.

* The DUALSHOCK® analog controller uses the same control scheme. Non-DUALSHOCK compatible controllers are not supported.
* This game only uses the controller in controller port 1.
* Visit the Options screen (➡P. 7) to turn vibration on and off.

DUALSHOCK®2 analog controller



R2 button

Display small map
Display strength (in battle screen)
Reorder lists (➡P. 11)

R1 button

Flip through information windows
Jump to nearest landmark
(in movement screen)
Change facing direction
(in battle screen)

△ button

Cancel/return
Leave

○ button

Display information
Quick confirm

✕ button

Confirm
Speed up animation

*Animation cannot be sped up if you have already set animation speed to "Fastest" in the Options screen.

□ button

Skip through text
Return to Home City
(in movement screen)

right analog stick

Scroll screen (in movement, battle, or map screen)

START button

Display function commands

R3 button

* Press down on the right analog stick.

Set to auto (battle screen)
Select all items in list

Beginning a game

Starting a new game

Insert your Romance of The Three Kingdoms X disc into the PlayStation®2 console and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
Press the START button on the title screen to bring up the main menu.

*You need a memory card (8MB)(for PlayStation®2) to save your game.

◉ Main Menu

Continue	Resume a previously saved game.
New Game	Begin a new game with the scenario and character of your choice.
New Officers	New Officers: Register a new officer (➡p. 8).
Gallery	View portraits of officers you've met in the game, watch cutscenes, and listen to the game soundtrack.
Options	Settings and game previews.

Choosing a scenario and character

To begin a new game, choose "New Game" from the Main Menu and follow the onscreen prompts to select a scenario (starting date) and character.

All Officers	Select a scenario (starting date) and choose a character from all available officers. You can also play with an new officer (➡p. 8).
Recommended Officers	Play a game with preselected officers for each scenario. Best for recreating scenes from the Romance of The Three Kingdoms story.
Personality Test	Answer a series of questions to determine which officer best matches you.

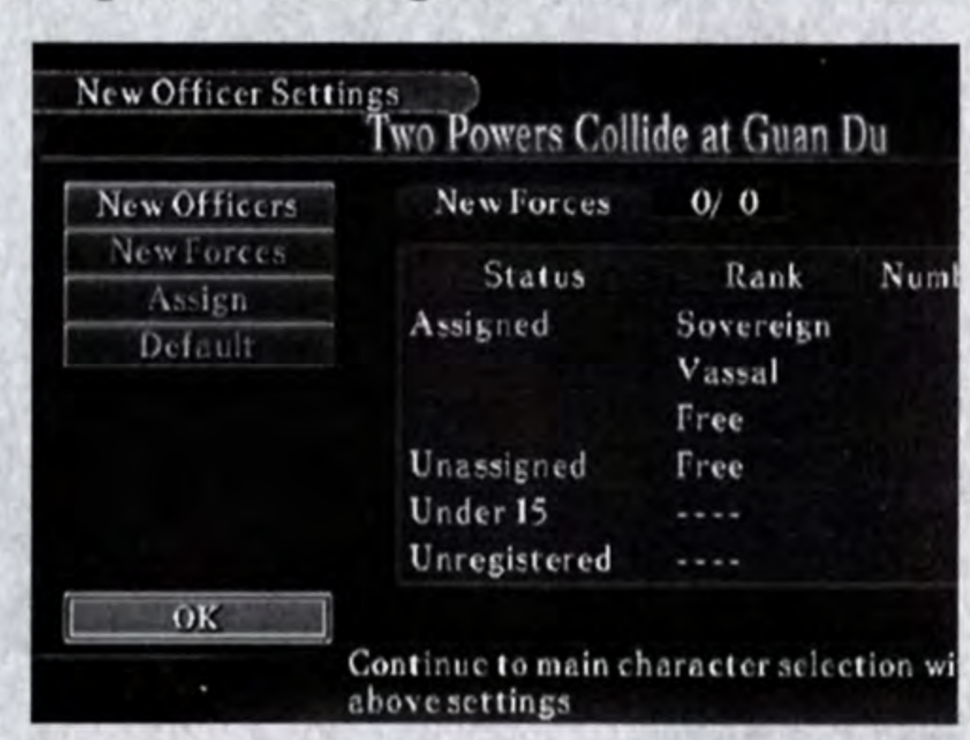
Using a new officer

You may use a pre-registered new officer (➡p. 8) in any scenario

* Officers under 15 years of age cannot become sovereigns or be assigned to cities.

1. Choose an officer previously created in the New Officer menu. You may insert any new officer under the age of 90 into the start of any scenario.
2. Select New Force to make the officer sovereign over a newly created force. You may choose a main base for the new force from any free city.
3. Select Assign to choose a home city for your officer. If your chosen city is under a force's rule, you may have the officer join the force or make him or her a free officer.

   * If you do not choose a city for your officer, he or she will be assigned one at random.



Options

You can configure game settings when starting a new game or by selecting Options from the function command menu (➡p.9) during the game.

*You can only change the difficulty, mode, and historical events settings when starting a new game.

Difficulty	Selecting Advanced will enhance enemy strategy, reduce revenue, and turn off all officer loyalty displays.
Mode	In Historical mode, officers will act as they did in the Romance of The Three Kingdoms story. In Fictional mode, officers are 100% AI-controlled and no historical events will occur.
Events	Choose whether historical events will occur or not. Setting the game mode to Fictional will override this option.
?	This option must be unlocked within the game.
Messages	Choose the speed at which text is displayed.
Tutorials	Choose whether to view explanations of how to advance through the game.
Reports	Choose whether to view detailed reports from messengers. Select Simple to only view the most important reports.
Animation	Alters animation speed on the move, battle, and campaign screens. If set to Normal or Fast, use the ⊗ button to speed up animation in game.
Battles	Choose whether to watch battles your character participates in. Pick Select to be prompted for a choice before every battle.
Duels	Choose whether to watch duels. Pick Select to be prompted for a choice before every duel.
Debates	Choose whether to watch debates. Pick Select to be prompted for a choice before every debate.
Vibration	Turn controller vibration on and off.
Audio	Choose stereo or mono audio output.
Music Vol.	Adjust the volume of the background music.
Effects Vol.	Adjust the volume of the game's sound effects.
Screen	Change the brightness and position of the game screen.

Registering a new officer

Choose New Officer in the Main Menu to create a new officer or load one created in Romance of The Three Kingdoms IX.

Create new officer
Name Family Given
Main Gender M Birth 184 Father Kong Rong
Portrait
Abilities LDR WAR INT POL CHR Fame
50 50 50 50 50 1
Skills 9 Kinds Type Ordinary
Sub Mindset Ambitious Alcohol Dislikes
Interest Martial Arts Desire Selfless
Personality Timid
OK
Set new officer's abilities and fame

Creating and editing officers

Choose Create New Officer or Edit New Officer in the officer registration menu to build a new officer or edit a previously created one.

* To save your created officer, select the Save Officer Data command in the new officers menu.

Name		Input the full name of your officer.
Main	Gender	Select male or female.
	Birthday	Officers as young as 15 can join the game. Officers must be at least 20 to use the Drink command.
	Lifespan	Officers become more susceptible to illness as they near the end of their lifespans.
	Father	Choose from any officer at least 14 years older than you.
	Mother	Choose from any officer at least 14 years older than you.
	Spouse	Choose from any new officer appearing in the same era as yours.
	Close Friend	Choose an officer to be your closest confidant. Your choice will determine how all other officers interact with you. If you don't pick a friend, one will be chosen for you.
Portrait		Choose your officer's portrait. More portraits will become available as you progress through the game. Use the L2 and R2 buttons to scroll through available portraits.
Abilities		Input the abilities (➡p. 44) and fame (➡p. 44) of your officer.
Skills	Type	Change your type by pressing left and right on the directional button. Your officer's type determines the kind of skills he or she will obtain.
	Change	Every time you choose this, your officer's skill set (➡p.45) will change. Your new officer must have at least 70 intelligence to be a Warlord and 200 fame to be a Hero. Your new officer cannot be a host if he or she dislikes alcohol. Not all officers can earn every skill.
	Release All	Remove all skills from your officer.
Psych	Mindset	Affects your officer's behavior.
	Personality	Affects your officer's battle and discussion ability.
	Alcohol	Affects the result of the Banquet and Drink commands.
	Interest Desire	Affects the result of the Reward, Award, and Gift commands.

Function Commands

Press the START button during play to bring up the function command menu.

* You cannot save or load during a battle or campaign.
* You may save up to six games on a single memory card (8MB)(for PlayStation®2). Saving a game requires at least 1853 KB of free space.

Save	Save your game at the current position. You can create up to six save games.
Load	Resume the game from previously saved data.
Options	Change your current game settings (➡p. 7).
Quit	Return to the title screen.

Game Screens

Strategy Screen

This screen is displayed when you enter a city. You can execute strategic commands inside facilities.

[Date/Season/Ruling Force/City Name]

Time passes in the game based on your character's actions.
One day passes every time you leave a facility.

[Small map]

Press the R2 button to turn this map on and off.

- Home city
- Your character's location
- In battle
- Own force/alliance force
- Neutral troop
- Enemy troop
- Bandit troop
- Rogue army

[Strategy Commands]

- Facilities where officers are located
- Facilities where objective officers for orders and requests are located.
- Facilities where Oath brothers and spouse are located.

Officer icons for the Interact Command
If you choose the Interact Command in a facility that officers are located, officer icons will be displayed.

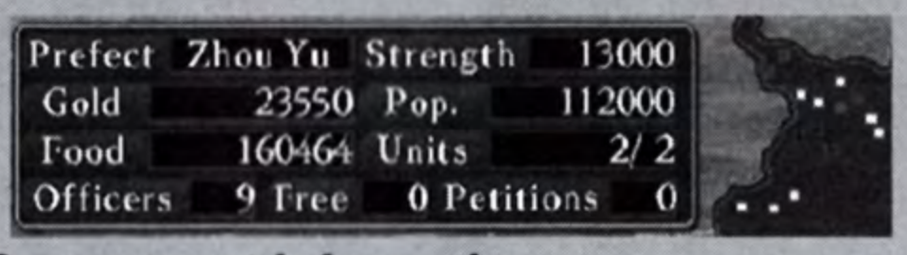
Choose an officer from the list if there are more than 5 officers.

Color of belonging force

Friendship

[City/Character Information]

Press the L1 and R1 buttons to switch between pages. If an attribute is at its maximum value, it is displayed in green.



• Self Information

Fame: Your character's reputation. This changes based on your actions .

Gold: Goes up after every regular stipend in January, April, July and October (vassals, prefects or viceroys only). If you take on orders, you will be given an extra stipend to work with. If you don't have enough gold as a free officer to pay your private unit for the next month, this figure is displayed in red.

Orders/Request information: The deadline for any orders or requests you have. Press the L2 button to see more detailed information.

• Government Information

Units: The number of available units (units not executing a command) and the number currently in the city. The size of the city determines the maximum number it can hold (➡p. 11).

Officers: The number of active officers assigned to the city.

Free: The number of free officers in the city.

Petitions: The number of petitions received from citizens. The city's order will decline if you have 10 or more waiting. Use the Deliberate command in the castle to reduce the number. This is only displayed in cities governed by your character.

Getting Information

Press the ◉ button in the strategy screen to view information on officers and cities.

*You can also view this information in the movement screen (➡p. 12) and campaign screen (➡p. 24).

◉ List

Press the R2 button to change the order of onscreen lists.

* Press the R3 button to select everything onscreen (when available).

[Information Type]

Press the L1 and R1 buttons to flip through information windows.

[Heading]

Use directional buttons to choose which topic to order the list under. Press the R2 button to confirm.

L2 button in city/force list

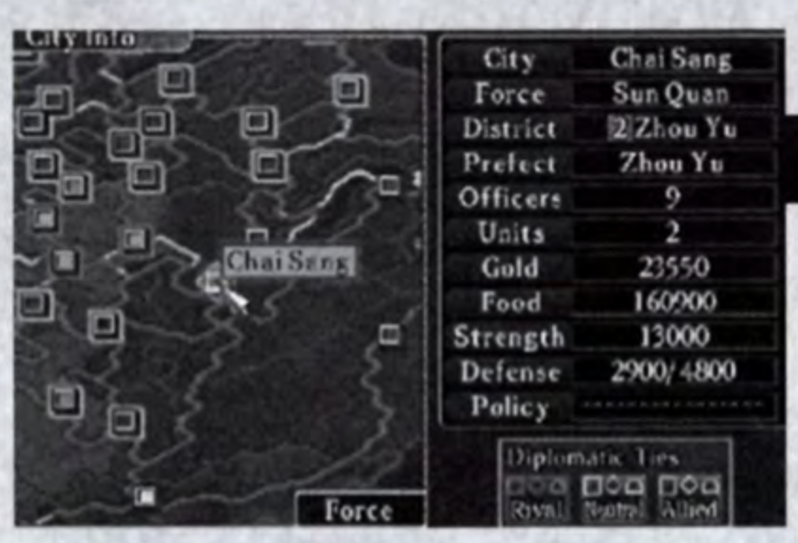
⊗ button while selecting a topic

◉ Map

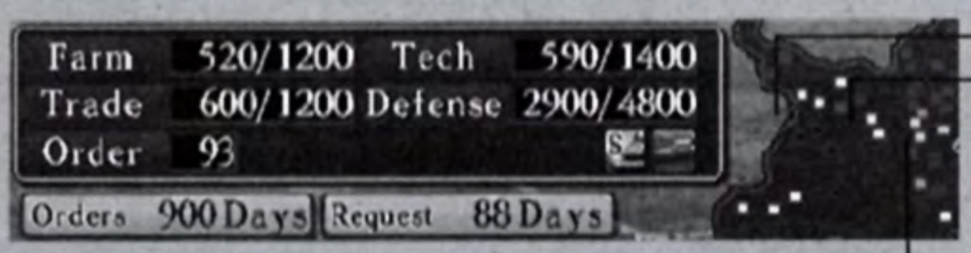
Use the left or right analog stick to scroll.

◉ Details (➡p. 42)

Select a topic with the directional button and press the ⊗ button to view information on that topic.



⊗ button in city/force list



Bandits:

Scale: XL L M S

Type: Farm Trade Wild Learn Port Basic

• City Information

Farm/Trade/Tech: The current and maximum figures. The maximum number depends on the size of the city.

Defense: The current and maximum figure. Every city has a fixed maximum rating.

Order: Goes down when you implement domestic policy or have 10 or more petitions waiting. Use the Order command to raise.

Bandits: Shows whether there are bandit forces at any nearby base.

Scale: Affects the maximum possible Farm, Trade and Tech ratings, as well as population limit and maximum number of units. Use the Expand command to raise.

Special: The special facilities built in the city (➡p. 47).

• Maximum number of units in city

Scale	Maximum units
S	5
M	10
L	15
XL	20

Movement Screen

The movement screen is displayed after leaving a city.

[Officer]
Select an officer in cursor mode and your character will move toward that officer. If they meet, you will interact with the officer. The Assault command is available during interaction with him or her.

[Road]
Armies can only move on roads.

[Movement commands]
Press the △ button to switch between cursor mode and the command display.

[Base/Structure]
You can build structures on a base. A troop's morale goes up when it Waits in one of its own force's structrures.

Movement Commands

Move	City	Select a city as destination from the map or city list.
	Base	Select a base as destination from the map or base list.
	Troop	Select a troop as destination from the map or troop list.
	Free	Change to cursor mode and choose your destination with the cursor. Select a city, base, troop or person with the cursor to view detailed information. Press the △ button to return to the command display.
	Return	Go back to your home city.
Build		Build a structure (➡p. 13). Selectable only when a troop is on the base.
Recent		Select your destination from a list of recently visited cities.
Shortcut		Select (Edit) to register up to five often visited cities.
Wait		Watch the course of events without doing anything. Press the △ button to stop waiting.

Changing a Troop's Destination

Troops move by themselves, but if your character is a troop commander, you can freely alter your troop's path. Press the △ button to halt the troop and choose a new destination.
You may enter battle with any foreign troop, city, or structure (except allied forces) by selecting it. You can also build new structures by moving to a base and selecting Build.

Structures

You can build a camp or maze on an empty base. Camps can be upgraded to outposts and forts.

- **All structures (except mazes) share the following abilities**
- Block the path of enemy units.
- Raise troop morale if you have an allied troop Wait on one.
- Reduce revenue of foreign, non-allied cities if built on a base aligned with the city.
- Replenish food, heal wounded soldiers, and raise morale and Tactics Points in campaigns.

Structure	Description	Maximum defense
None	Can upgrade with a camp or maze.	--
Camp	Can be built on top of a structure-free base.	1000
Outpost	Raises the order rating of the city the base is aligned with (if of same force).	3000
Fort	Raises the order rating of the city the base is aligned with (if of same force). Also eliminates bandits and foreign tribes from the base.	5000
Gate	Cannot be built or destroyed. Can be captured and controlled.	Varies
Maze	Confuses any enemy troop that passes through it. Can be built only by a deployed officer with the Maze ability.	Disappears after enemy troop

Intrusion Commands

The following commands are displayed when you enter a hostile city by yourself off the movement screen.

Command	Description	Requirements
Persuade	Convince the guard in a debate to let you in.	Hero skill
Sneak	Creep in without alerting the guard.	Spy skill
Bribe	Pay off the guard to let you in.	At least 10 gold
Magic	Dazzle the guard with magic.	Wizard skill
Duel	Defeat the guard in a duel.	None

Debate Screen

The debate screen appears when you get into a debate for diplomatic or other reasons.

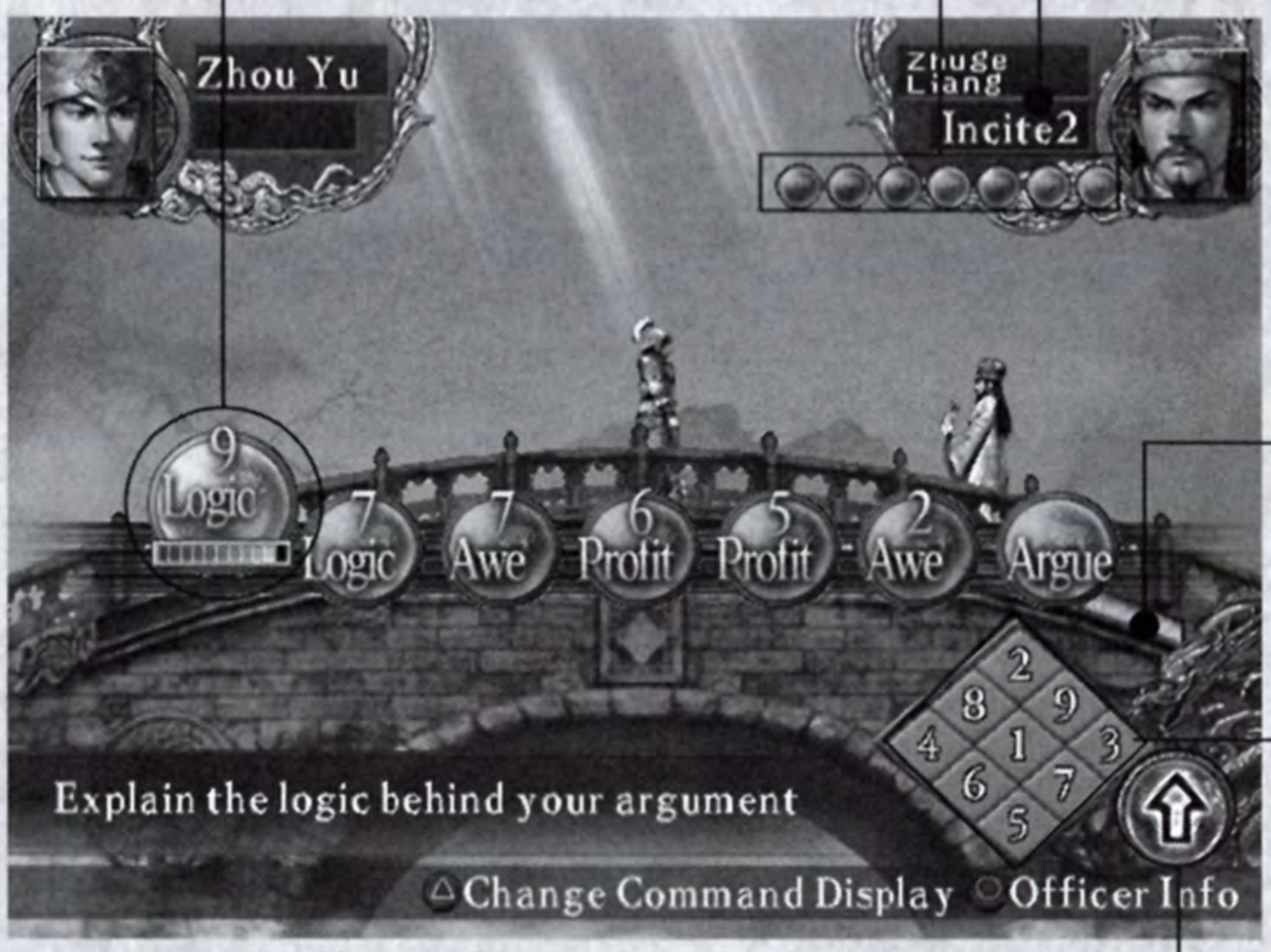
[Debate commands]

Choose a command with the directional buttons. Higher intelligence unlocks more commands.

[Opponent's commands]

Use the colors to guess your opponent's next attack.

[Number of lost turns]



[Intellect Meter]

Push your opponent all the way to the edge of the meter in order to win. Your starting positions will change with each debate. Press the △ button to remove the commands and reveal the entire status bar.

[Board]

Execute a command with a number on it, and it will go on the corresponding space on the board.
If there is already a command in that space, it will be overwritten with the new command.

A space with Awe or Focus placed on it.

Blue: You Red: Opponent

[Up Arrow/Down Arrow]

When Up Arrow is displayed, the command with the bigger number wins; when Down Arrow is displayed, the command with the smaller number wins. The arrow is reversed every time a combo occurs.

Combos

When you line up three commands of the same type on the board (either all Logic, all Profit, or all Virtue), you'll make a valid point and push your opponent far back on the intellect meter. However, if you line up three commands each of a different type (one Logic, one Profit, one Virtue), your argument will fall apart and you'll be pushed back. Whenever a combo occurs, the commands disappear and the direction of the arrow is reversed.

➡ A red bar means a negative combo is near. Look out!

⬅ A blue bar is your cue to set off a positive combo!

Debating Rules

- Both sides issue commands that are judged based on their corresponding numbers. Whichever side wins pushes the intellect meter towards his or her opponent, and whoever pushes the bar all the way to the edge first is the victor. There is no turn limit.
- Higher intelligence and charisma let you push the bar further after every win.
- At the start of the match, the larger number always wins. This rule reverses after every successful combo.

Win Logic 8 vs. Virtue 2 Lose

Basic/Support vs. Basic/Support

When Up Arrow is displayed, Logic 8 wins because its number is bigger. Both commands are placed on the board.

Invalid Awe 4 vs. Virtue 4 Invalid

Basic/Support vs. Basic/Support

If both numbers are the same, the turn is a draw. Both commands are canceled.

Win Argue vs. Profit 8 Invalid

Attack vs. Non-Attack

The attack command Argue wins. The losing attack is canceled.

Win Incite vs. Argue Invalid

Attack vs. Attack

Taunt beats Incite, Incite beats Argue, and Argue beats Fault.

Valid Think vs. Profit 8 Valid

Special vs. Basic/Support

After Profit 6's attack, the Think command takes effect.

Valid Plead vs. Logic 8 Valid

Auto vs. Basic/Support

After Logic 8's attack, the Plead command takes effect. If the opponent has a Plead or Refute command, then both sides lose their commands.

Debate Commands

Type	Name	Effect	Board	Skill
Basic	Logic	Debate on the grounds of logic.	Yes	—
	Profit	Debate on the grounds of profit.	Yes	—
	Virtue	Debate on the grounds of virtue.	Yes	—
Support	Focus	Increases the distance you push the bar while on the board.	Yes	—
	Awe	Lets you push the bar every turn while on the board.	Yes	Yes
Attack	Fault	Pushes the bar a great distance.	Yes	Yes
	Argue	Pushes the bar a great distance and cancels the opponent's command.	No	Yes
	Incite	Opponent loses two turns and his current command.	No	Yes
	Taunt	Pushes the bar a great distance, cancels the opponent's command, and penalizes the opponent two turns.	No	Yes
Auto	Plead	Cancels the opponent's Fault, Argue, Incite, or Taunt command when carried. If the opponent carries Plead or Refute, both commands are canceled.	No	Yes
	Refute	Reverses the opponent's Fault, Argue, Incite, or Taunt commands. If the opponent carries Plead or Refute, both commands are canceled.	No	Yes
Special	Mire	Mixes up the commands on the Board after the opponent's attack.	No	—
	Think	Gives you a new set of commands after the opponent's attack.	No	—

* Commands that require special skills will not be available to you until you acquire the needed skill.

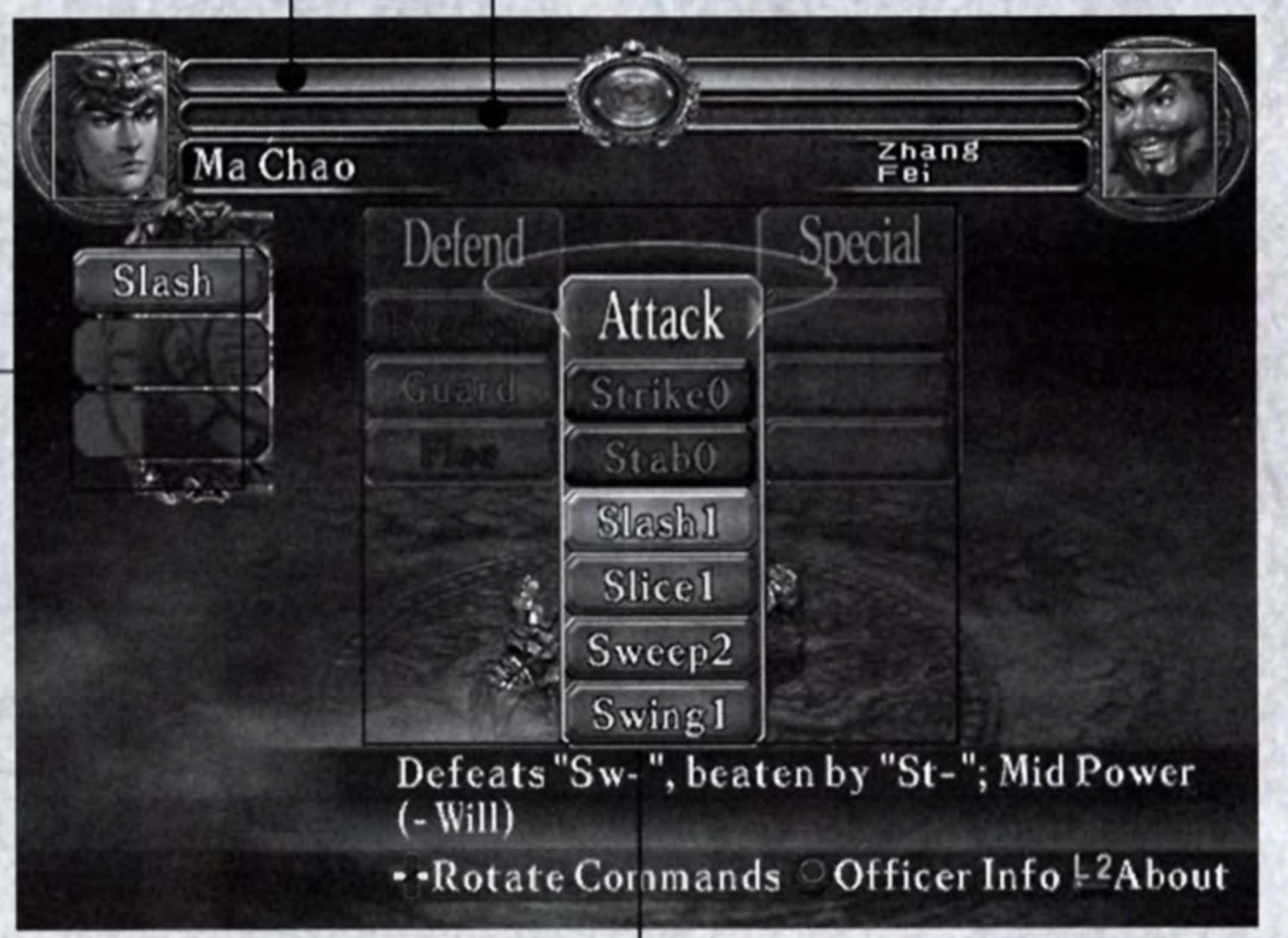
Duel Screen

The duel screen appears when you enter into a duel during battle and in other situations.

[HP]
Goes down when you take an attack. You lose the duel when it reaches zero.

[Will]
Your will is used up by duel commands and replenishes itself slightly after every turn. When the bar is over half full, it will start to flash and you'll be able to use a special move. When the bar is completely full, the power of your special moves will increase.

[Command List]
Displays the commands you've chosen. Your attack begins after you choose three commands.



[Officer Status]

Dazed

Dazed officers lose their next turn and are more vulnerable to damage. You become dazed if your opponent Evades an attack or your Flee command fails.

Excited

Excited officers will not consume any will for three turns. Use the Shout or Intimidate commands when the will bar is full to become excited.

[Duel Commands]

Number of commands available.

Special moves require combinations of three of the commands that are written in yellow.

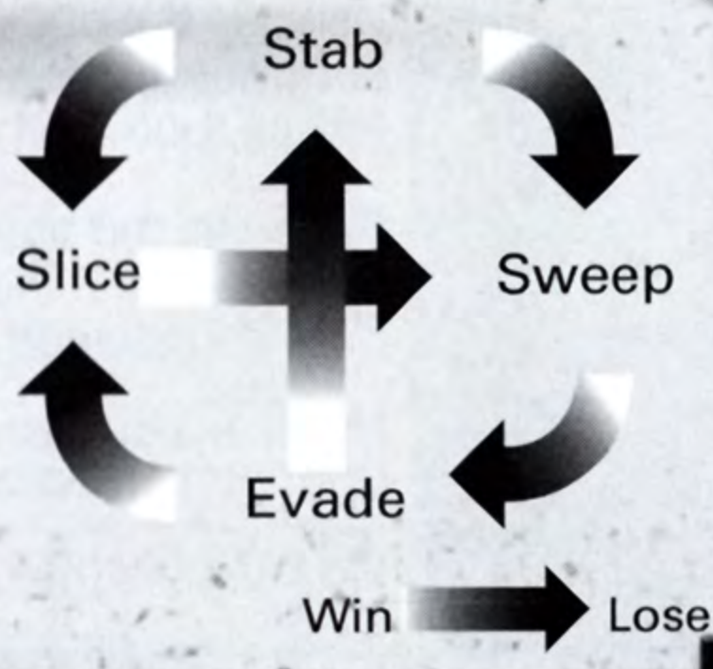
Strike1 A medium-power attack. Requires will.

Stab1 A low-power attack. No will required.

Dueling Rules

Each side chooses three commands. If your commands overpower your opponent's, you will get to attack. Whichever officer reduces the other's energy to zero first wins. A higher war attribute makes your attacks more powerful. Fleeing a duel is an automatic loss. There is no turn limit.

• If both sides issue the same command...
If both sides issue attacks from the same family of commands (Stab and Strike, for example), the turn is a draw. Neither side sustains attack, and any damage dealt is carried over to the next turn.



Duel Commands

Attack

Strike	Beats sw- and sl- attacks Loses to evade	St- attack. Medium power. Uses will.
Stab		St- attack. Low power.
Slash	Beats sw- attacks Loses to st- attacks and evade	Sl- attack. Medium power. Uses will.
Slice		Sl- attack. Low power.
Sweep	Beats evade Loses to st- and sl- attacks	Sw- attack. Medium power. Uses will.
Swing		Sw- attack. Low power.

Defense

Evade	Beats st- and sl- attacks Loses to sw- attacks	Avoid enemy attack. Opponent becomes dazed(➡p. 16).
Guard	Effective against all attacks	Reduce damage sustained.
Flee	Will be attacked if failed	Escape and forfeit the duel. Become dazed (➡p. 16) if the command fails.

Special

Name	Req. Commands	Effect	Skill	Priority
Recover	Evade x 3	Replenish HP.	Recover	A
Shout	Slice x 3	Replenish will. Can be used even with less than half your will left. If your will is full, you will become excited (➡p. 16).	Shout	A
Intimidate	Slash x 3	Lets you steal will from your opponent. Can be used even with less than half your will left. If your will is full, you will become excited (➡p. 16).	Intimidate	A
Parry	Swing x 3	Reverses opponent's attack.	Parry	B
Counter	Sweep x 3	Reduces opponent's will and reverses opponent's attack.	Counter	B
Crush	Stab x 3	Deals tremendous damage.	Crush	C
Maul	Strike x 3	Reduces opponent's will and deals tremendous damage.	Maul	C
Pound	Stab Slice Swing	Deals great damage.	—	D
Rush	Strike Slash Sweep	Reduces opponent's will and deals great damage.	—	D

* If both sides use special moves, the move with the higher priority wins. If both attacks have the same priority, the result is decided as follows: A x A – Both moves take effect. B x B – Both moves are canceled. C x C, D x D – Damage is carried over

Launching Special Moves

You can launch a special move when you have all the commands required to execute one. Special moves cancel your opponent's attack before taking effect.

• Executing special moves
When you have all the commands needed, the corresponding special move name will automatically become selectable in the command menu.

• Watch your will
You cannot use special moves (except Shout and Intimidate) unless your will is at least half full. If your will is full, you can become excited or your special move can be powered up (depending on move).

• Check your skills
All special moves (except Pound and Rush) require certain skills. If you have not acquired the needed skill, you cannot use special moves even if you've gathered all the required commands.

Battle Screens

Troop Edit Screen

This screen is displayed when you select the March - Battle, March - Build or March - Campaign commands in the council.

[Gold]

Needed for the Build, Pit (battle tactic), and Maze (campaign tactic) commands

[Food]

You can carry up to a 60-day supply. If a marching unit has wood oxen, you can carry 15 more days' worth of food per ox.

* If your troop is defeated, it will either lose all its gold or food, or have it taken by the enemy.

[Troop Commander]

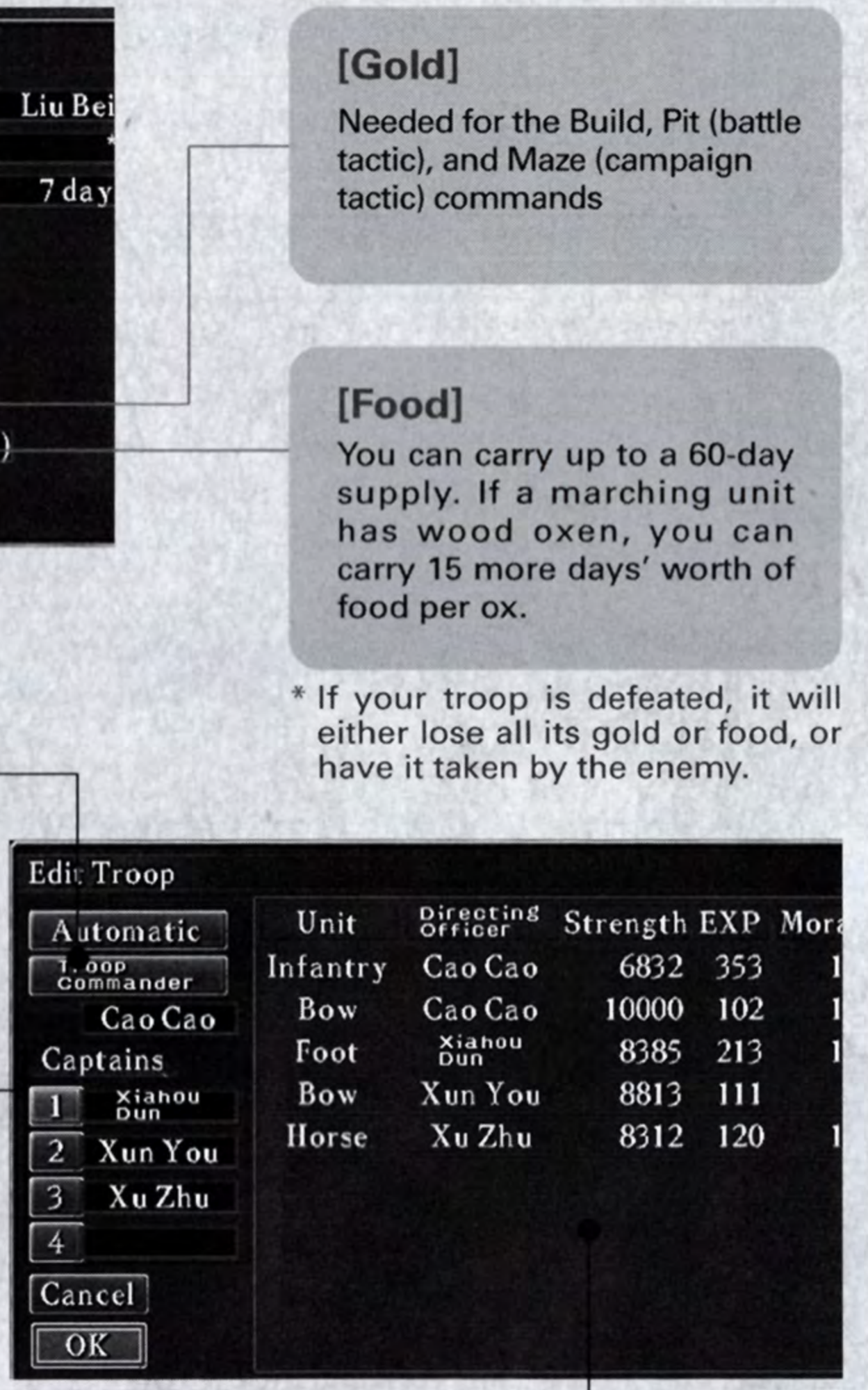
Your commander's class determines how many units may enter the troop

Sovereign/Class 1:
Up to 10 units

Class 9: Up to 2 units

[Unit Captains]

Any officers of lower rank than the troop commander can be appointed.



[Marching Units]

A single officer can lead multiple units. The number of units depends on the officer's class.

- When an officer leads multiple units...
  A unit captain only has direct control over the one unit designated as his or her main unit. Other units become sub units, and can only fight at 70% of the captain's ability. The commands you can give sub units are also limited.

◉ Reinforcements

You may request reinforcements from other cities before marching.

* Reinforcements may not be available at all times.

- Cities from which reinforcements can be requested

	Own force	Other forces
Sovereign	All cities (except those with no appointed ruler)	Allied, dependent, or superior forces
Viceroy	Sovereign's home city, other Viceroys' home cities, or cities of prefects of own district	Dependent or superior forces
Prefect	Sovereign's home city or home city of viceroy of own district	Superior forces

Unit Types

Attack: attack power (C < B < A < S); Defense: defense power (C < B < A)

Foot units (can climb castle walls)

Foot

Attack C | Defense C | Cost 1000

A basic unit. Can be established anywhere.

Infantry

Attack B | Defense C | Cost —

A higher-level foot unit.
Foot units with 300 experience can be upgraded to infantry at a foot garrison.

Sentinel

Attack B | Defense B | Cost —

The highest-level foot unit.
Infantry with 500 experience can be upgraded to sentinels in cities with both a foot garrison and foundry.

Qing Elite

Attack A | Defense B | Cost —

Extremely high offense. Can be organized after certain in-game events.

Savage

Attack B | Defense C | Cost 2000

Moves quickly through forests and mountains. Unaffected by poison. Can be organized at a savage garrison.

Armored Unit

Attack C | Defense A | Cost 1200

High defense, but weak against fire. Moves quickly through swamps and poisonous areas. Unaffected by poison. Can be organized at an armored unit garrison.

Horse units (long movement range)

Horse

Attack B | Defense C | Cost 1400

A basic unit. Can be established anywhere.

Cavalry

Attack A | Defense C | Cost —

A higher-level horse unit.
Horse units with 300 experience can be upgraded to cavalry at a horse garrison.

Tiger

Attack A | Defense B | Cost —

The highest-level horse unit.
Cavalry units with 500 experience can be upgraded to tiger units in cities with both a horse garrison and foundry.

Horsebow

Attack A | Defense C | Cost 2000

Launches arrow attacks. Can be organized at a horsebow garrison.

Elephant

Attack S | Defense C | Cost 3000

High attack power, but cannot execute the Ambush, Pit or Boulder commands. If set aflame, goes berserk and may attack allied units. Can be organized at an elephant garrison.

* If within attack range (C for melee attacks).

Bow units (can climb castle walls)

Bow

Attack C* | Defense C | Cost 1200

A basic unit. Can be established anywhere.

Crossbow

Attack B* | Defense C | Cost —

A higher-level bow unit.
Bow units with 300 experience can be upgraded to crossbows at a bow garrison.

Marksman

Attack B* | Defense C | Cost —

The highest-level bow unit.
Crossbow units with 500 experience can be upgraded to marksmen in cities with a bow garrison and foundry.

Weapon units (must be Assembled)

Ram

Cost 1000

Great for attacking gates or councils, but cannot attack enemy units. Built in machine yards.

Tower

Cost 1000

Long attack range. Built in machine yards.

Catapult

Cost 3000

Used to launch rocks over castle walls. Built in machine yards.

Juggernaut

Cost 5000

Launches flame attacks on several units or facilities at once. Both machine yard and foundry required to build.

Ship units (move and fight in the water)

Boat

Attack C | Defense C | Cost —

Units without ramships or warships use simple boats.

Ramship

Attack B | Defense C | Cost 1500

Highly resistant to currents. Built in shipyards.

Warship

Attack B | Defense B | Cost 3000

Highly resistant to currents. Can launch bow attacks. Both shipyard and foundry required to build.

Unit relationships

Foot units are strong against bow units, bow units are strong against horse units, and horse units are strong against foot units. However, bow units are only effective when attack horse units from a distance. At close range, the two units are even.

Battle Screen

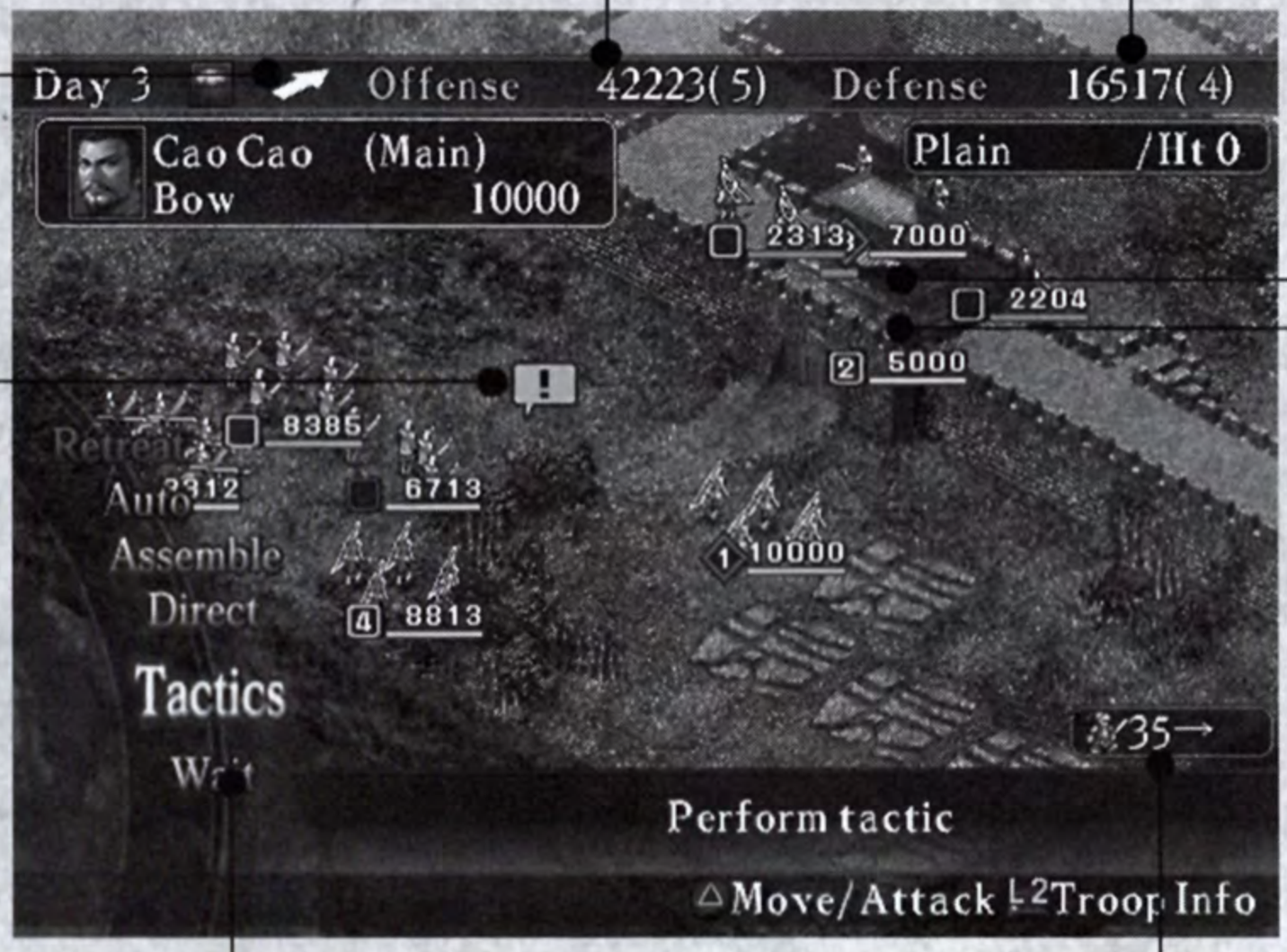
This screen is displayed when you use the March - Battle command to invade a city, or when two armies collide with each other.

[Status]
The total strength of the attacking and defending sides. The number of units is shown in parentheses.

[Terrain]
You cannot execute a close-range attack if the height difference between units exceeds two.

[Wind Direction]
Affects the spread of fire.

[Pit]
Shows where an ally has placed a pit. Any enemy unit that walks into it will take damage.

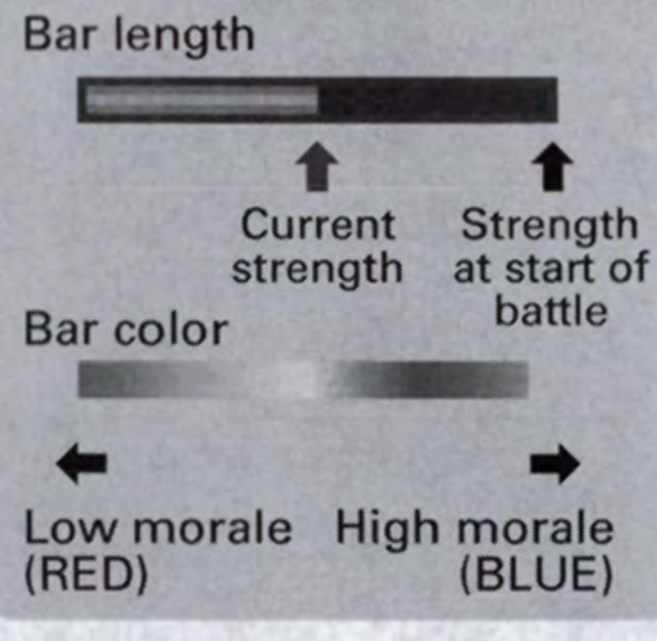


[Battle Commands (➡p. 39)]
During a unit's turn, bring the cursor to the unit and press the ⊗ button to bring up the command display.

[Unit Colors]
● Own troop (BLUE) ● Reinforcement (LIGHT BLUE) ● Enemy troop (RED) ● Enemy Reinforcement (ORANGE)

[Strength]
The unit is destroyed if this reaches zero.

[Strength/Morale (➡p. 23)]
The length of the bar shows the amount of remaining strength; the color shows unit morale. If morale goes down, the bar will flash red; if it goes up, the bar will flash blue.



[Order]
The unit's place in the turn order. Units with high morale or officers with high LDR Ratings get their turns sooner.
◆ Allied commander's main unit ■ Other unit
◆ Enemy commander's main unit ■ Automated unit

Winning a Battle

A troop must do the following to win a battle:

- Defeat the enemy troop's commander.
- Defeat the enemy sovereign (if sovereign has joined the battle).
- Reduce defense of enemy interior gate (siege battle) or council (city battle) (when on offensive side).
- Protect the interior gate (siege battle) or council (city battle) for 30 days (when on defensive side).

[Defense (blue bar)]
Displayed on top of gates and other defenses. The gate opens when the bar reaches zero.

[Unit Behind Gate]
If a unit is behind a gate or other structure, it will be displayed in red for enemies or blue for allies.

[Action Points]
Displays current Action Points and number remaining after the current command.
Recover points with the Wait command—if you have any Action points left, half of the total will be carried over to the next turn (up to 40).

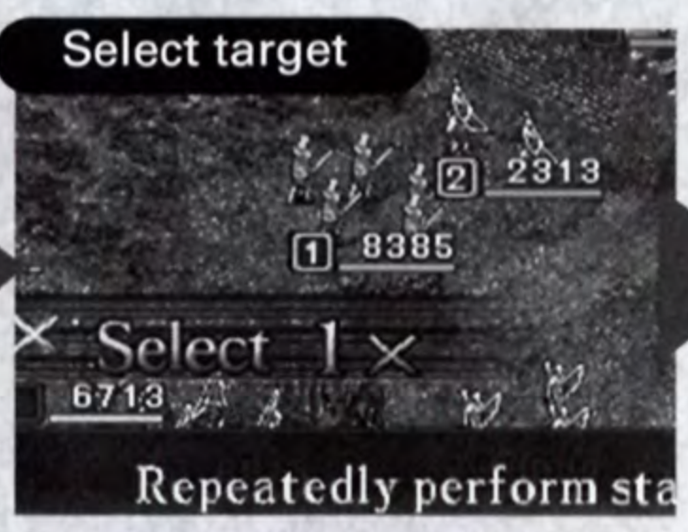
◉ Battle screen controls

Change facing direction	L1 • R1 button
Wait	△ button after selecting a unit with the cursor
Auto	R3 button (when not inputting commands)
Scroll	Right analog stick
Speed up animation	✕ button (if animation speed is set to Normal or Fast in the Settings screen)
Unit information	○ button after selecting a unit with the cursor
Troop information	L2 button
Turn on/off strength display	R2 button
Message history	L3 button

How to Attack

If your character is the troop commander, you can control every unit in your troop.

If you are next to an enemy unit or facility, the squares you can attack will be displayed in red. Units with bow attacks can fire arrows at faraway squares.



Once you select a target, attack commands will be displayed. Choose the number of times you want to attack.

The attack in action.
⚔ Change in strength
🔨 Change in defense

Battlefield Types

There are three types of battlefields, each with different victory conditions (➡p. 21). A city's order goes down after a siege battle; if the conflict extends into the city itself, its farm/trade/tech ratings also decline.

Field
Occurs if two armies encounter each other on a road or base.

Siege
Occurs when an army invades an enemy city or is invaded itself.

City
If the attacking side wins a siege battle, the conflict continues within the city. No city battle occurs if the city's prefect was taken in the siege battle.

Geography and Facility Types

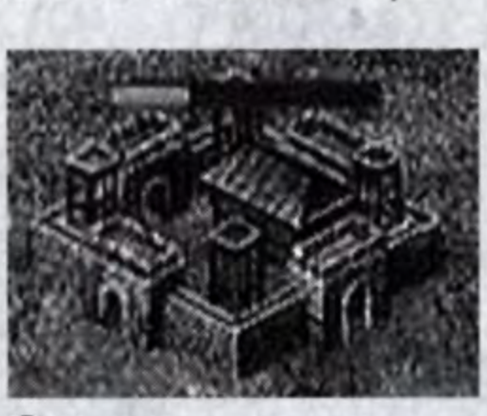
You will find the following on the battlefield:

Gate
The gate opens when its defense (the blue bar) reaches zero, allowing the attacking side to storm inside. The defending side can enter and exit freely.

Council
The attacking side wins the battle if the council's defense (the blue bar) reaches zero. Appears in city battles.

Wall
Foot and bow units can scale these walls (20 Action Points required), although they may fail if they're on the attacking side. The larger the city, the harder the walls are to scale.

River
Units carried out of the battlefield by currents are removed from the battle. You can eliminate the current effect with the Admiral skill, or reduce it with ramships and warships.



Structure
Use the Wait command in a structure to heal wounded soldiers. Appears in field battles taking place on a base.

Dam
Breaks when its defense (the blue bar) reaches zero. Once it breaks, water will pour out from it on a daily basis.

Field
Use the Wait command in a field to heal wounded soldiers.

Forest
Useful for executing Ambush tactics. If you suspect an enemy ambush, fire a bow attack into the forest.

Unit Status

The status of your units can be affected by enemy tactics and other developments. Units in confusion or disorder will return to normal with time.

Confusion	The unit is thrown into chaos and cannot execute orders. Its defense is also reduced. Have another unit use Tactics - Settle on it to recover.
Disorder	A unit caught by the Entice tactic, follows the enemy around by itself, ignoring your orders. Have another unit use Tactics - Settle on it to recover.

Ambush	The unit has used the Ambush tactic and is unseen by the enemy. Exit the forest to return to normal.
Retreat	The unit's morale is zero, causing it to retreat automatically. Raise its morale to return to normal.

Unit Information

Select a unit with the cursor and press the ◉ button to display information on that unit.

[Weapons]
Weapons currently deployed to the unit are displayed in bold. These can be used after Assembling them.

[Strength]
The unit is destroyed when its strength hits zero. The stronger a unit, the more attack power it has.

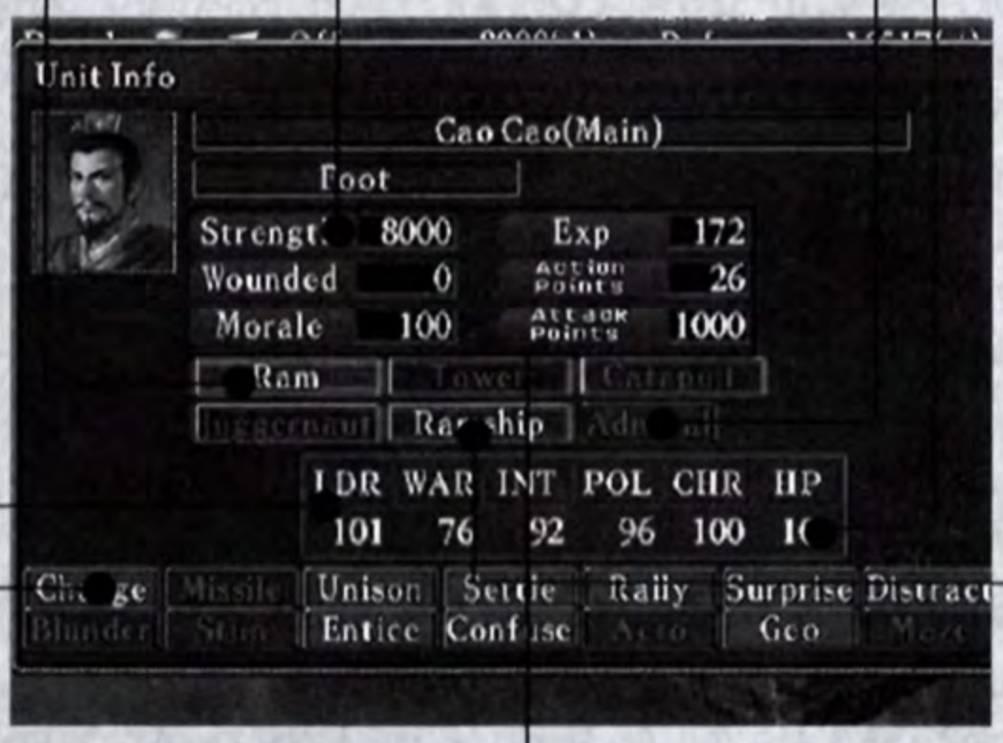
[Admiral icon]
Units captained by an officer with the Admiral skill will not be swept away by currents.

[Officer abilities]
Sub units can only use 70% of their commanding officer's abilities.

[HP]
The unit captain's HP in duels.

[Skills]
The skills of the unit capatin. Skills only affect the captain's main unit.

[Ships]
The type of ship the unit uses in water. Units without ships use boats instead.



Wounded	Wounded soldiers rejoin the unit after healing. Use the Wait command in a field or structure to do this.
Morale	When this hits zero, the unit retreats. Goes up when an enemy unit is destroyed or you use the Rally tactic; goes down when an allied unit is destroyed or a Catapult attack hits.
Experience	The higher this is, the more attack and defense power you have. This goes up as you execute attacks in battle and use the Drill command.
Action Points	Goes down as you move and execute commands; goes up when you Wait. If you have any Action points left when waiting, half of the total will be carried over to the next turn (up to 40). Units with more experience and captains with higher WAR and INT, receive more Action Points.
Attack Points	When this reaches 1000, the unit will take its turn. Returns to zero after at end of turn. Units with high morale and captains with high LDR Ratings earn Attack Points sooner.

Judging Prisoners

After winning a battle or campaign, you will be asked to judge the fate of any officers you have captured. The ruler of the city whose army captured the officer serves as the judge.

Employ	Offer the officer a job in your force. If you are refused, you must pick Release or Execute instead.
Release	Released officers will return to their own force. Officers whose forces have been annihiliated will become free officers.
Execute	Executed officers are out of the game forever. If the executed officer had a spouse or blood relatives, or had oaths with any other officers, those officers will declare the executer their nemesis.

Campaign Screen

This screen is displayed upon executing the March - Campaign command. You may wage a campaign if your sovereign's rank is Grand General or higher (➡p. 26). One turn in a campaign covers five days.

[Troop information]
Information on the troop you placed the cursor over. Morale, strength, food, and Tactics Points can be refilled by Waiting in an allied city or structure (except mazes).

Morale	Lower morale reduces troop defense.
Strength	The troop is destroyed when this reaches zero.
Food	Consumed every turn. Morale goes down when this reaches zero.
Tactics Points	Used to execute tactics. The higher the combined LDR and INT of the officers in your troop, the greater the maximum.
Status	The current status (➡p. 24) of your troop.

[Status]
The strength of both sides. The number of armies is shown in parentheses.

[Base]
Create structures on these with the Build command.

[City/Structure]
Execute the Wait command on the center square of an allied city or structure (except for mazes) to recover morale, strength, food and Tactics Points.

[Campaign commands (➡p. 41)]
During a troop's turn, select the troop with the cursor and press the ⊗ button to show this display.

[Attack target]
Attackable squares are displayed in red. You can attack adjacent enemy troops, cities, and structures.

[Movement range]
You can move once within the area highlighted on the map.

[Troops]
The length of the bar depicts troop strength; the color shows its morale. Low (RED) High (BLUE)

The campaign general has a yellow base

Your district's troop (controllable)

Enemy troop

Allied troop (not controllable)

Automated troop

Winning a Campaign

The proponent (the side waging the campaign) wins if:

- Their troops seize all of the opposition's cities.

The opposition wins the campaign if:

- The troop belonging to the proponent's campaign general or sovereign is destroyed.
- The opposition seizes one of the proponent's cities.*
- The proponent retreats.

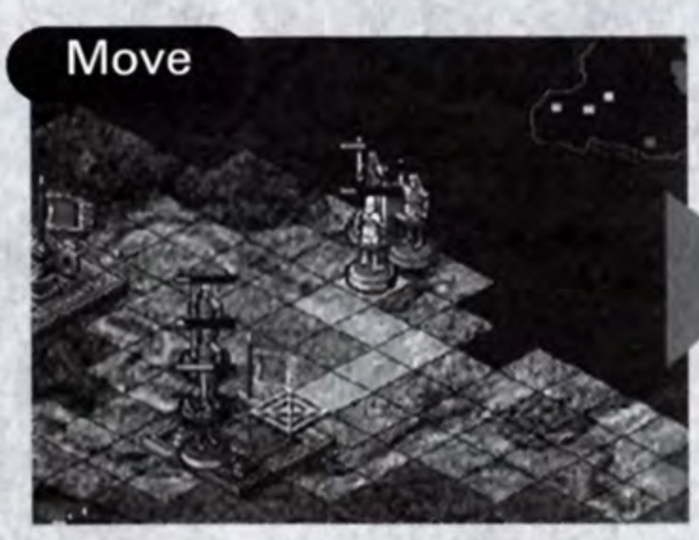
If the proponent loses...
Any cities captured in the campaign become free cities, and all deployed troops suffer a major loss in morale and strength.

* Cities controlled at the start of the campaign. Retaking previously lost cities will not end the campaign.

How to Attack

If your character is a sovereign or viceroy, you can control all troops on your side. If you are a prefect or vassal, you can only control your own troop. A city is captured when its defense reaches zero. When a structure's defense reaches zero, it is destroyed.

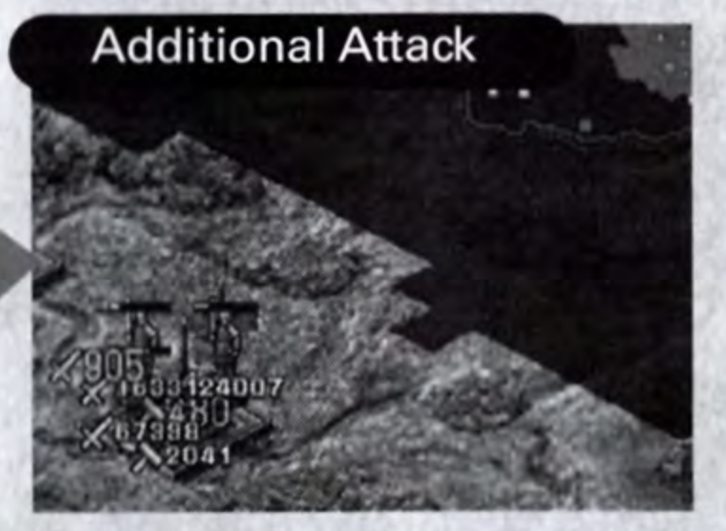
Attackable square



Move your troop until it is adjacent to the target. To attack a city or structure, move next to its center square.

Choose your attack target to begin the attack.

- Strength (red = loss)
- Defense (red = loss)



If any other armies are next to the target, they will also attack.

*You must be in Cursor Mode (press the △ button) to choose a destination or attack target.

Troop Status

Your troops' status can be affected by enemy tactics and other developments. All conditions except for Ambush go away over time.

Confusion	The troop is thrown into chaos and cannot execute orders. Its defense is also reduced. Have another unit use Tactics - Calm on it to recover.
Stun	The troop's Move Points are reduced after an enemy Stun tactic. Use Tactics - Calm to recover.
Rouse	The troop's Attack Points are raised after a Rouse tactic.
Mislead	The troop's Attack Points are reduced after an enemy Mislead tactic. Use Tactics - Calm to recover.
Distract	The troop, using a Distract tactic, can move next to an enemy without attacking or being attacked. The effect goes away after three turns.
Ambush	Use Tactics - Ambush to enter this status. The troop will launch a suprise attack on any enemy which moves adjacent to it, causing Confusion. It returns to normal if you excute any action besides Wait.
Lure	The troop moves around by itself due to an enemy Lure tactic, ignoring orders. It recovers if it moves adjacent to an enemy troop, city, or structure, or if another troop uses Tactics - Calm on it.

Strategic Commands

Domestic Commands

The commands you can execute in the strategy screen change as you move between facilities within a city.

Castle

Council – March

Battle

Sovereign | Viceroy | Prefect | Vassal-request — Home city

Order an attack on a city, base, or troop.

Note The troop commander's rank (➡p. 44) determines the number of units you can deploy. The rank of your officers determines how many units they can lead at once.

Build

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 1000 and up) Home city

Order a structure (➡p. 13) built on any base located on a road. You can build camps on empty bases, upgrading them to outposts and forts later. Mazes can be built by deploying an officer with the Maze skill.

Note The gold required depends on the structure:
Camp: 1500 gold Outpost: 2000 gold Fort: 3000 gold Maze: 1000 gold

Transport

Sovereign | Viceroy | Prefect | Vassal-request — Home city

Send gold, food, or units to another city. You cannot deliver goods to cities if another city controlled by a non-allied force is in the way.

Note A sovereign can order goods delivered from any city in his or her force; a viceroy can order goods from any city in his or her district. Prefects and vassals can only execute or request transports from their home city.

Campaign

Sovereign | Viceroy | Prefect | Vassal-request — Home city

Carry out a campaign (➡p. 24). If there are more than two enemy forces in the area, you may negotiate an alliance with either one.
After organizing your armies in your home city (➡p. 18), send the campaign order to all other cities under your control to begin the campaign.

Note A force's sovereign must have obtained the rank of Grand General before that force can execute campaigns.

Rogue

Sovereign — Home city

Abandon all cities in your force and create a rogue army. You may have the officers in your home city and up to 10 units accompany you.
Rogue armies can only execute rogue commands (➡p. 37); they cannot enter cities or interact with officers.

Warning Using this command will severely damage your fame.

Key

Sovereign Executable by sovereign — Viceroy Executable by viceroy — Prefect Executable by prefect
Vassal Executable by vassal — Free Executable by free officer — request Can request this order
Orders Can execute if under orders — warlord Can execute if you have the Warlord skill
– – City Cities where order is available to execute

Council – Domestics

Farm

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100 per person) Home city

Order farming work on arable land to increase the city's farm rating. A higher farm rating will increase the harvest received in the seventh month of each year.

Hint Food is supplied to soldiers daily.

Note This command reduces your city's order.

Trade

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100 per person) Home city

Order trade in the marketplace to increase the city's trade rating. A higher trade rating will increase the revenue received in the first, fourth, seventh, and tenth months of each year.

Note This command reduces your city's order.

Tech

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100 per person) Home city

Order technological development at the blacksmith to increase the city's tech rating.
A higher tech rating will let you Expand the city. Tech is also required to build ships and weaponry.

Note This command reduces your city's order.

Repair

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100 per person) Home city

Order repairs to the gate to increase the city's defense.
This increases the defense rating of the city's gates in siege battles and council in city battles.

Note This command reduces your city's order.

Order

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100 per person) Home city

Order officers to assist with patrols at the guardhouse to increase the city's order.
A city with high order makes it easier to avoid enemy tactics and increase population. Low order opens you up to citizen rebellion and bandit gangs around the city.

Expand

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 5000 and up) Home city

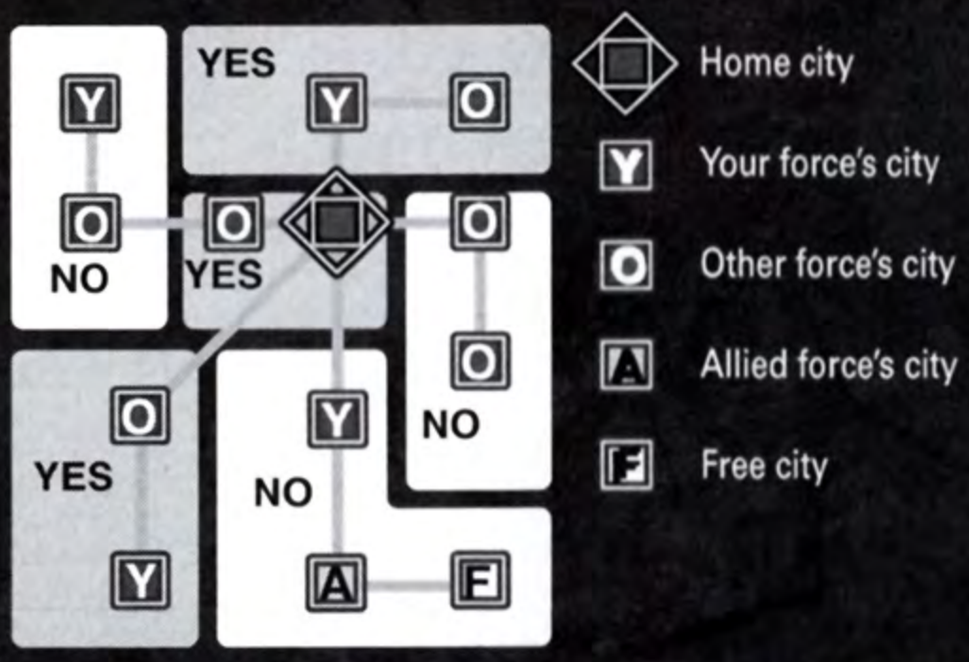
Order an expansion of the castle walls, increasing the size of your city. Larger cities lead to the building of specialized facilities; also increased are the maximum population, farm/trade/tech ratings, and number of units.

Note You may Expand the city only when its tech rating is at maximum.
The gold required depends on the size increase:
S→M: 5000 gold M→L: 10,000 gold L→XL: 50,000 gold

Campaign Areas

If your sovereign is of the rank Grand General or above, you may start a campaign as long as the area meets the following conditions. To view the divisions between regions, bring up the map (➡p. 11) and use the L1 / R1 buttons to switch between map views.

- The area must contain a city controlled by your force.
- The area must contain a city controlled by a non-allied force.
- The area must be directly connected to your home city or your district chief's home city.



Council – Military

Establish

Sovereign | Viceroy | Prefect | Vassal-request (Gold) Home city

Draft new soldiers and increase the city's number of units. Cities with specialized garrisons (p. 48) can establish units outside of the standard foot, bow and horse units.

Hint Give orders of Establish to an officer with the Hire skill to gather soldiers with higher experience and morale.

Recruit

Sovereign | Viceroy | Prefect | Vassal-request (Gold) Home city

Call for the recruiting of soldiers from your barracks to increase the strength of previously established units. The unit's new strength and morale will depend on the soldiers recruited. A single unit can have up to 10,000 total strength.

Note You cannot Recruit soldiers into units already executing other commands.

Hint Give orders of Recruit to an officer with the Hire skill to gather soldiers with higher experience and morale.

Drill

Sovereign | Viceroy | Prefect | Vassal-request Home city

Order training at the barracks to raise the experience and morale of your units.
Units with more experience will have more Attack Power and Action Points in battle.

Note You cannot Drill units already executing other commands. Units with over 99 experience or morale cannot be drilled.

Hint It is possible for a unit's experience and morale to exceed 100 if the unit is drilled by an officer with the Drill skill.

Weapon

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 1000 and up) Home city

Call for new weapons from the machine yard for deployment among your units.

Note This can only be executed in cities with machine yards.

Ship

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 1500 and up) Home city

Call for new vessels from the shipyard for deployment among your units.
Units with specialized ships will become more effective in water.

Note This can only be executed in cities with shipyards.

Weapon/Ship Requirements

The types of ships and weapons that can be built at a city's machine yard or shipyard depend on the city's Tech rating.

Weapon	Description	Tech	Gold	Facility
Ram	Quickly destroys gates and councils	1200	1000	Machine yard
Tower	Launches long-range attacks	1800	1000	Machine yard
Catapult	Launches rocks at units guarded by castle walls	2700	3000	Machine yard
Juggernaut	Launches fire attacks on multiple targets at once	4800	5000	Machine yard Foundry
Wood Ox	Increases the amount of food a unit can carry while marching	2400	1000	Machine yard Foundry
Ramship	Good on water; less affected by current	1200	1500	Shipyard
Warship	Good on water; less affected by current; can fire cannons	2400	3000	Shipyard Foundry

Council – Diplomacy

Donate

Sovereign | Viceroy | Vassal-request (Gold: 1000) Home city

Order a monetary donation to another force to improve relations. Having good relations with a force reduces the chance of attack and makes successful diplomacy easier.

Reconcile

Sovereign | Viceroy | Vassal-request (Gold: 5000) Home city

Order reconciliation with an enemy force. If successful, your ties will become neutral, and any attacks scheduled between the two forces will be recalled.

Alliance

Sovereign | Vassal-request Home city

Order a pact of non-aggression with another force. If successful, you will form an alliance and improve relations with the force. An alliance lasts until it is discarded by one or both sides. You may not form an alliance with a dependant force.

Discard

Sovereign | Vassal-request Home city

Order an annulment of an alliance or dependant relationship with another force.

Note The superior side of a dependant alliance cannot issue this command.

Warning This command will hurt relations with the other force.

Solicit

Sovereign | Viceroy | Vassal-request Home city

Order another force to become dependant on your own. If the force is already dependant on your force, you will solicit its complete surrender. Once a force.
Once you successfully solicit a dependant alliance, as the superior side you cannot discard the alliance. However, the force will become part of your own if you make it surrender, and your fame will increase.

Warning This command hurts relations slightly if it succeeds and greatly if it fails.

Submit

Sovereign | Vassal-request Home city

Order your force to become dependant on another force. If you are already dependant on the force, you will offer your complete surrender. Surrendering destroys your force, puts you under the rule of the superior force, and drastically hurts your fame.

* Vassals can request diplomatic orders only when they are assigned to their sovereign or viceroy's ruling city. If the ruler is a viceroy, vassals may only request orders that viceroys have the ability to execute.

Diplomacy Requirements

Current relations

	Hostile	Poor	Average	Friendly	Trusted
Alliance	X	X	X	O	O
Solicit	X	X	X	X	O
Submit	X	X	O	O	O

Current ties

	Rival	Neutral	Allied
Donate	X	O	O
Reconcile	O	X	X
Discard	X	X	O

Alliances and Dependencies

An alliance is formed when an Alliance, Dependant, or Submit order succeeds.

Alliance rules

- Neither side attacks the other.
- The armies of both sides can pass through either side's cities and bases.
- Reinforcements can be requested (➡p. 18).

Dependant rules

In a dependency, the following rules also apply.

(Superior: the force watching over the other. Dependant: the force obeying the other)

- The superior force can satisfy game clear conditions and policies without actually capturing the dependant force's cities.
- The dependant force must present 10% of its main base's revenue to the superior force.
- The dependent force cannot issue Campaign, Alliance or Solicit commands.
- If one superior force has several dependants, the dependant forces are also allied with each other.

Council – Tactics

Inspect

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Order the collection of information on a free or non-allied city.
If this works, you will gain information on the target city, increasing the chances of successful tactics. You will also be notified immediately if the city sends a troop to attack one of your cities.

Hint Give orders of Inspect to an officer with the Spy skill and you'll have information on the target city for a longer time.

Agitate

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Order the agitation of a rival force's citizenry, lowering the city's order if successful. If particularly successful, the citizens will promise to Collude (➡p. 40) with you upon invasion.

Destroy

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Order destruction at a rival force's city.
If successful, the city's defense will drop, making its gate and council easier to destroy in an invasion. If particularly successful, the city's farm and trade ratings will also fall.

Rumor

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Order the spread of traitorous rumors about an officer. If successful, the target officer's loyalty will drop.

Note This can only be used on officers that are either stationed in an inspected city or personally known by you.

Conspire

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Attempt to conspire with an officer from a rival force. If successful, the officer will be able to Defect (➡p. 40) during any battle he or she participates in for the next 12 months.

Note This can only be used on officers that are either stationed in an inspected city or personally known by you.
Warning Officers cannot defect while working as troop commanders in a battle.

Disrupt

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 100) Home city

Order the disruption of relations between two forces. If successful, the two forces' relationship will falter, making it more likely for them to battle each other.

Council – Personnel

Search

Sovereign | Viceroy | Prefect | Vassal-request Home city

Order a search for an as-yet-undiscovered free officer. If the officer accepts an employment offer, he or she will join your force.

Note You may only search cities that are either free or under your force's control.
Hint If you are given orders of Search, use the Observe command on the target city.

Employ

Sovereign | Viceroy | Prefect | Vassal-request Home city

Order the hiring of a free or rival officer, bringing him into your force.

Note You many only employ officers that are either stationed in an inspected city or personally known by you. Free officers in a rival force's city cannot be employed.
Hint The lower an officer's loyalty, the better the chances of success.

Return

Sovereign | Viceroy | Prefect Home city

Cancel an officer's current orders and have that officer return to his or her home city. Use this to call back officers engaged in pre-battle diplomacy or tactics.

Note You cannot call back officers engaged in battle or already returning to your city.

Council – Discipline

Reward (Gold)

Sovereign | Viceroy | Prefect — (Gold: 100 per person) — Home city

Raise the loyalty of officers in your force by giving them rewards of gold. Sovereigns can reward all officers in their force, viceroys can reward all officers in their district, and prefects can reward all officers in their home city.

Note You cannot reward officers whose loyalty is already 90 or above.

Award (Item)

Sovereign | Viceroy | Prefect — Home city

Raise the loyalty of an officer in your force by awarding him or her with an item. Sovereigns can award all officers in their force, viceroys can award all officers in their district, and prefects can award all officers in their home city.

Confiscate

Sovereign | Viceroy | Prefect — Home city

Take an item from an officer in your force for yourself. Sovereigns can confiscate items from all officers in their force, viceroys can confiscate items from all officers in their district, and prefects can confiscate items from all officers in their home city.

Warning Officers' loyalty and friendships drop after having items confiscated.

Banish

Sovereign — Home city

Remove an officer from your force. The banished officer will become a free officer.

Warning Officers' friendships drop after being banished.

Council – Appoint

Appoint Prefect

Sovereign | Viceroy — Home city

Change city prefects. Any vassal in your district with a rank of 5 or above may become a prefect. If you leave the selection blank, the city's current prefect will be let go and the city will be left to control itself.

Note You cannot change the prefects of cities in districts other than your own.
Vassals must be of rank 5 or above to become prefects.
This cannot be executed if the target officer is not in the city.

Hint Relieving a prefect of duty has not negative affect on loyalty.

Order Transfer

Sovereign | Viceroy — Home city

Change a vassal's home city. Sovereigns can order transfers for all vassals in their force; viceroys can order transfers for all vassals in their districts.

Request Transfer

Viceroy-request | Prefect-request | Vassal-request — Home city

Request a home city transfer for a vassal.
Viceroys can request transfers between districts; prefects, between cities within their district. Vassals can request transfers for themselves between cities in their force.

Transfer Govt

Sovereign | Viceroy | Prefect-request — Home city

Exchange all officers in one city with those in another. Prefects can only request transfers involving their own city.

Note You cannot order transfers in a city currently in battle or with missing officers.

City Policy

Sovereign | Viceroy — Home city

Send city policy directions to a prefect in your district. Setting the policy to Capture City will also require the selection of a target. Setting the policy to Domestics allows you to select which areas of development to concentrate on.

Council – District

Establish

Sovereign — Home city

Place several cities under your command into a district, leaving their governing to a viceroy. Any prefect of rank 2 or higher can be appointed a viceroy.

Note You need at least two cities and a prefect of rank 2 or higher to establish a district.

Edit

Sovereign | Viceroy-request — Home city

Change the cities a district governs, or dissolve the district entirely. Viceroys can only edit their own districts.

Controls Choose the district you want to expand from the onscreen list, then choose the cities you want included from the map.

Policy

Sovereign — Home city

Send district policy directions to a viceroy. If you order the capture of a region or province, you will also have to select a target.

Castle-Other (non-council commands)

Deliberate

Sovereign | Viceroy | Prefect — Home city

Listen to civilian petitions. If you allow petitions to exceed 10, the city's order will drop.

Warning Turning down petitions lowers your fame.

Vault

Withdraw

Sovereign | Viceroy | Prefect — Home city

Extract city gold and add it to your personal gold.

Deposit

Sovereign | Viceroy | Prefect — Home city

Transfer your personal gold into the city's gold.

Betray

Revolt

Sovereign | Viceroy | Prefect — Home city

Incite a revolt and assume control over your force as a sovereign. Viceroys can declare their district independent, while prefects and vassals can only revolt in their home city. Other officers may side with you based on their friendship and loyalty.

Warning Revolts incited by vassals run the risk of failing, drastically affecting the officer's fame.

Defect

Sovereign | Viceroy — Home city

Defect to another force, taking your home city with you.

Warning This drastically lowers your fame.

Hint The higher your fame, the greater chance this command will succeed.

Visit

Sovereign | Viceroy | Prefect | Vassal | Free — Any city with a ruler

Interact (➡p. 38) with another officer in the castle.

Warning You may be refused if your fame and friendship ratings are too low.

Serve

Free — Any city with a ruler

Serve the force that rules over the current city. If successful, you will become a vassal of that city.

Hint This succeeds more often if your ability, fame, and relationship with the ruling sovereign are high. Higher fame can earn you higher ranks.

Diplomacy

Donate

Sovereign | Viceroy | Vassal-request | (Gold: 1000) | Other force's main base

Send money to another force's sovereign and raise relations between your two forces.

Hint The better your friendship with the sovereign, the more effect a donation will have.

Reconcile

Sovereign | Viceroy | Vassal-request | (Gold: 5000) | Other force's main base

Offer reconciliation with a rival force. If successful, your ties will become neutral (➡p. 43), and any attacks scheduled between the two forces will be recalled.

Alliance

Sovereign | Vassal-request | Other force's main base

Offer a pact of non-aggression to another force. If successful, you will form an alliance (➡ p. 29) and improve relations with that force. An alliance lasts until it is discarded by one or both sides.

Discard

Sovereign | Vassal-request | Other force's main base

Annul alliance or dependant relationship with another force.

Note You cannot use this command if you are dependant on another force.

Warning This command will hurt relations with the other force.

Solicit

Sovereign | Viceroy | Vassal-request | Other force's main base

As another force to become dependant on you (➡p. 29). If it is already dependant on you, you will ask for its complete surrender.
If the force surrenders, it will be absorbed into your own force, and your sovereign's fame will increase.

Warning This command hurts relations slightly if it succeeds and greatly if it fails.

Submit

Sovereign | Vassal-request | Other force's main base

Ask another force to let you become their dependant (➡p. 29). If you are already dependant, you will offer your complete surrender. As a dependant, relations with other forces will be limited, and you must present 10 percent of all revenue to your superior. Surrendering destroys your force, puts you under the rule of the superior force, and drastically hurts your sovereign's fame.

* Some commands are only available based on your ties and relations with the target force (➡p. 29).

Farmland

Farm

Sovereign | Viceroy | Prefect | Vassal | Free | (Gold: 100 and up) | Your force's cities

Raise the city's farm rating to increase the amount of food harvested in the seventh month of each year.

Warning This command reduces order when executed.

Hint If you have the Farm skill, you can increase the amount of time spent on the Farm command for greater results.

Market

Trade

Sovereign | Viceroy | Prefect | Vassal | Free | (Gold: 100 and up) | Your force's cities

Raise the city's trade rating, increasing revenue earned in the first, fourth, seventh, and tenth months of the year.

Warning This command reduces order when executed.

Hint If you have the Trade skill, you can increase the amount of time spent on the Trade command for greater results.

Buy Food

Sovereign | Viceroy | Prefect | (Gold) | Home city

Purchase food for your city. The price changes every month.

Sell Food

Sovereign | Viceroy | Prefect | Home city

Sell food in the marketplace for gold. The price changes every month.

Blacksmith

Tech

Sovereign | Viceroy | Prefect | Vassal | Free | (Gold: 100 and up) | Your force's cities

Raise the city's tech rating. You can Expand your city once this number reaches its maximum.

Warning This command reduces order when executed.

Hint If you have the Tech skill, you can increase the amount of time spent on the Tech command for greater results.

Gate

Repair

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100 and up) — Your force's cities

Raise the city's defense, making it easier to defend the gate and council when on the defensive side of siege and city battles.

Warning This command reduces order when executed.

Hint If you have the Repair skill, you can increase the amount of time spent on the Repair command for greater results

Expand

Sovereign | Viceroy | Prefect | Vassal-request — (Gold: 5000 and up) — Municipality

Increase the size of the city. Larger cities result in the creation of special facilities; also increased are the city's maximum population, farm/trade/tech ratings, and number of units.

Note You may Expand a city only when its tech rating is at its maximum.
The money required depends on the size increase:
S->M: 5000 gold M->L: 10,000 gold L->XL: 50,000 gold

Destroy

Sovereign | Viceroy | Prefect | Vassal-orders, warlord | Free-warlord — (Gold:100) — Your force's cities | Free cities

Cause destruction at another force's city. If successful, the city's defense will drop, making its gate and council easier to destroy in battle. If particularly successful, the city's farm and trade ratings will also fall.

Guardhouse

Order

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100 and up) — Your force's cities

Raise the city's order, making it harder for enemy tactics to succeed and easier for the city's population to rise.

Hint If you have the Order skill, you can increase the amount of time spent on the Order command for greater results.

Survey

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100) — Other force's main base | Free cities

Investigate the city. If successful, you will get information on the target city, increasing the chances of successful tactics in the future. You will also be notified immediately if the city sends a troop to your district. There are four levels of information, and repeated use of the Survey command will raise this level. Information is viewable for only six months.

Note If you have the Spy skill, the Spy command will take place of the Survey command.

Spy

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100) — Other force's main base | Free cities

Plant a spy in the city to gather information for an extended period of time. Works the same way as the Survey command, except you keep the information until your spy is discovered.

Note This command requires the Spy skill to execute.

Military Facility Commands

Barracks

Drill

Sovereign | Viceroy | Prefect | Vassal-request — Municipality

Raise the experience and morale of your units. Units with more experience will receive more Attack Power and Action Points in battle. You can drill units until their experience and morale reach 100.

Note You cannot Drill units already executing other commands.

Hint If you have the Drill skill, units you drill may attain experience and morale levels of greater than 100.

Recruit

Sovereign | Viceroy | Prefect | Vassal-request (Gold) Home City | Rulerless Cities in Own Force

Increase the strength of previously established units. The unit's new strength and morale will depend on the soldiers recruited.

Note You cannot Recruit soldiers into units already executing other commands.

Hint If you have the Hire skill, you'll gather soldiers with higher experience and morale.

Establish

Sovereign | Viceroy | Prefect | Vassal-request (Gold) Home City | Rulerless Cities in Own Force

Create a new military unit. Cities with specialized garrisons can establish units outside of the standard foot, bow, and horse types (➡p. 19).

Hint If you have the Hire skill, you'll gather soldiers with higher experience and morale.

Upgrade

Sovereign | Viceroy | Prefect — Home City | Rulerless Cities in Own Force

Upgrade your units, providing they have the necessary experience and the city has the required facilities.

Edit

Sovereign | Viceroy | Prefect — Home City | Rulerless Cities in Own Force

Merge several units together, or dissolve units entirely.

Hint If you merge two units of different type, the new unit will be of the lesser type. (Ex: Infantry + Foot = Foot)

Machine Yard

Weapon

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 1000 and up) Home City | Rulerless Cities in Own Force

Construct weapons and deploy them to your units.

Note Constructing weapons requires certain tech ratings and facilities (➡p. 28).

Shipyard

Ship

Sovereign | Viceroy | Prefect | Vassal-request (Gold: 1500 and up) Home City | Rulerless Cities in Own Force

Construct ships and deploy them to your units. Units with ships will become more effective in the water.

Note Constructing ships requires certain tech ratings and facilities (➡p. 28).

Civilian Facility Commands

Tavern

Requests

Sovereign | Viceroy | Prefect | Vassal | Free — All Cities

Accept requests from citizens. Complete requests to earn fame, gold, and experience.

Hint You will receive more demanding requests as your fame rises.

Banquet

Sovereign | Viceroy | Prefect | Vassal | Free (Gold: 100) All Cities

Hold a banquet with any officers or citizens present. If officers join you, their friendships with you will improve; if no officers join, your fame will rise.

Note This is only available to officers with the Host skill.

Private Unit

Establish

Free — (Gold) Home city

Establish a private unit. You may only have one unit.
Private units are paid 1 gold per soldier on a daily basis; if you do not pay them, the unit will lose strength.

Hint If you have the Hire skill, you'll gather soldiers with higher experience and morale. If you have the Hero skill, you won't need to pay your unit.

Recruit

Free — (Gold) Home city

Recruit soldiers for your previously established private unit. The unit's new strength and morale will depend on the soldiers recruited.

Hint If you have the Hire skill, you'll gather soldiers with higher experience and morale.

Drill

Free — Home city

Raise the experience and morale of your private unit. Units with more experience will receive more Attack Power and Action Points in battle. You can drill your unit until its experience and morale reach 100.

Hint If you have the Drill skill, your unit may attain experience and morale levels of greater than 100.

Upgrade

Free — Home city

Upgrade your private unit's rank

Note Some upgrades require experience and special facilities to execute.

Disband

Free — Home city

Disband your private unit.

Warning You cannot use the Declare (➡p. 36) command after dissolving your unit.

Agitate

Sovereign | Viceroy | Prefect | Vassal-orders, warlord | Free-warlord (Gold: 100) Other force's main base

Agitate the citizenry, lowering the city's order. The locals may also Collude (➡p. 40) with you and promise to stage a revolt.

Note Vassals or free officers with the Warlord skill can agitate citizens without express orders to do so.

Rumor

Sovereign | Viceroy | Prefect | Vassal-orders, warlord | Free-warlord (Gold: 100) Other force's main base

Spread traitorous rumors about an officer, lowering that officer's loyalty.

Note Vassals or free officers with the Warlord skill can spread rumors without express orders to do so.

Disrupt

Sovereign | Viceroy | Prefect | Vassal-orders, warlord | Free-warlord (Gold: 100) Other force's main base

Disrupt relations between two forces. Once their relationship falters, they will be more likely to battle each other.

Note Vassals or free officers with the Warlord skill can disrupt forces' relations without express orders to do so.

Home

Resign

Sovereign | Viceroy | Prefect — Home city

Leave the force and become a free officer.

Warning You may not serve your previous force for six months after resigning.

Hint A sovereign can resign by executing the March - Rogue command, then dissolving the army.

Relocate

Free — Home city

Change your home city.

Declare

Free — Home city

Create a rogue army. Rogue armies can only execute Rogue commands (➡p. 37); they cannot enter cities or interact with officers.

Note This requires a private unit (➡p. 36) and gold.

Wait

Sovereign | Viceroy | Prefect | Vassal | Free

Do nothing and watch the course of events. Press the △ button to stop.

School of INT/POL/LDR/WAR

Train

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold) — All Cities

Raise your ability experience in the same category as the school's specialty. You earn one point for every 100 experience earned.
You are allowed to train in schools located in another force's territory.

Hint Schools in cities within your own force cost less money.

Exchange

Deal

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold) — Your force's cities

Engage in trade to earn gold and items. You may find rare, precious items not available for purchase in a Bazaar.

Hint Dealing exposes you to the risk of monetary loss and illness.

Bazaar

Buy

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold) — All Cities

Purchase items.
You are allowed to visit bazaars located in another force's territory.

Hint Bazaars in larger cities have a better selection to choose from.

Sell

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold) — All Cities

Sell items you own.
You are allowed to visit bazaars located in another force's territory.

Observatory

Forecast

Sovereign | Viceroy | Prefect | Vassal — (Gold: 500) — Your force's cities

Have the observatory predict natural disasters for the next season.

Fortune

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100) — Your force's cities

Reveal the remaining lifespan of yourself or any other personally known officers.

Infirmary

Heal

Sovereign | Viceroy | Prefect | Vassal | Free — (Gold: 100) — All Cities

Alleviate illness or injury.

Hint Sickness and injuries heal themselves over time; the Heal command merely quickens the process.

Rogue Commands

The commands a rogue army is able to execute.

Move

Move to an adjacent city.

Seize		Seize the city where you are currently located and establish a new force. This will throw you into battle with the force that rules over the city. If you win, you will become a normal force ruling over that city. **Warning** Your rogue army will be disbanded if you lose.
Persuade		Reason with the leaders of a free city and make them hand the city over to your authority. If successful, you will establish a new force; if you fail, you will lose ten days of in-game time. If you are playing as a sovereign, you will choose your representative from all generals in your army with the Hero skill. If you decide to represent yourself, you will enter a debate (➡p. 14). **Note** The Hero skill is required to persuade. If you are a sovereign, you can execute this command if you have a general with the Hero skill.
Resign		Leave the rogue army and become a free officer. **Note** Only vassals can execute this command.
Disband		Disband the rogue army and become a free officer. **Note** Only sovereigns can execute this command.

Interact Commands

These commands can be executed when you encounter another officer in the Movement Screen or inside a facility.

Assault		Duel the officer. If you win, you will take money and items from your opponent. **Note** This can only be executed during an encounter in the Movement Screen. **Warning** Your fame will drop with this command. However, your fame will rise if you win a duel against your nemesis.
Social	Talk	Converse with the officer, improving your friendship.
	Gift	Give an item to the officer to build friendship. Giving a gift to a subordinate officer will also increase that officer's loyalty to you.
	Drink	Have a drink with the officer to build friendship. If your friendship is strong enough, you may be asked to seal an oath with the officer. **Note** An item from the wine category is required. Officers under 20 years of age cannot execute this command.
Learn	LDR WAR INT POL CHR	Receive instruction from the officer to raise your experience in the ability you select. You will receive one ability point per 100 experience. If you have the levels necessary to earn a skill, you may receive it after Learning from an officer with that skill. Learn LDR to acquire battle skills, WAR for duel skills, INT for battle tactics skills, POL for domestics skills, and CHR for duel skills. **Note** You must have close or trusted ties with the officer. The officer's ability must be no more than 10 higher than yours. **Hint** The higher the officer's abilities are than yours, the more effective this command.
Employ		Recommend a position in your force. If you successfully Employ a viceroy or prefect, the city that he or she governs will also join your force. **Note** Vassals can execute this command only if they have orders to do so or possess the Hero skill. Sovereigns cannot be employed. **Hint** This command works more often if the officer has low loyalty and close ties with you. If a vassal receives employment orders and when the target officer is away from his or her city, then visiting the target officer's home city is enough to fulfill the orders.
Conspire		Extract a promise from the officer that he or she will defect in battle. If successful, the officer can be made to Defect (➡p. 40) to your force during battle. The promise is effective for 12 months. **Note** Vassals can execute this command only if they have orders to do so or possess the Warlord skill. **Hint** This command works more often if the officer has low loyalty. Target officers cannot defect if they serve as troop commander in the battle.
Diagnose		Heal an officer's sickness or wounds. **Note** You must possess the Doctor skill.

Battle/Campaign Commands

Battle Commands

Bring up the battle command menu during a unit's turn by selecting that unit. Bring up the attack command menu by choosing an attack target (marked in red) on the battlefield.

Command		Action Points needed	Required skills	Support	Description
Attack	Attack	4	—	Yes	Perform a regular attack on an adjacent enemy unit or facility.
	Unison	6	Unison	No	Attack an enemy unit in unison with another allied unit. Note: Available when several allied units are adjacent to an enemy.
	Arrow	5	—	Yes	Attack an enemy base or facility with arrows. (3 Action Points required if using a tower)
	Missile	6	Missile	No	Attack an enemy base or facility with fire arrows, possibly setting the target on fire. (4 Action Points required if using a tower)
	Charge	6	Charge	No	Charge an enemy unit, possibly forcing the enemy back, confusing them, or forcing a duel.
	Bombard	8	—	Yes	Drop stones from a wall. Note: Available when the unit is atop a castle wall and adjacent to an enemy unit below.
	Catapult	8	—	Yes	Use a Catapult to attack an enemy unit or facility. Note: You must Assemble a catapult first.
	Juggernaut	8	—	Yes	Use a juggernaut to attack an enemy unit or facility. Any unit caught between you and your target will also sustain attack. Note: You must Assemble a juggernaut first.
	Ambush	8	—	No	Attack an enemy unit without taking any damage yourself. Note: Available when your unit's status is set to ambush inside a forest, next to an enemy unit.
	Duel	10	—	No	Challenge an enemy officer to a duel. If you reduce his HP to 0 and win the duel, the officer will be captured. Duels are accepted more often if the officer's unit is confused.
Tactics	Confuse	12	Confuse	No	Make an enemy unit's status change to confused (➡p. 22).
	Entice	10	Entice	No	Provoke the enemy unit, throwing it into disorder (➡p. 22).
	Blunder	8	Blunder	No	Force two adjacent enemy units to attack each other. Note: Available when an enemy unit adjacent to you is also adjacent to another enemy unit.
	Surprise	12	Surprise	No	Launch a surprise attack on a non-adjacent enemy unit. This may open up your unit to heavy damage. Note: The weather must be fog, rain, or snow. You cannot use this on a unit next to a castle wall, or if you have assembled weaponry, are on water, or have less than 1000 strength.
	Scare	10	Stun	No	Delay the enemy's turn order.
	Ambush	6	—	No	Hide in the forest. If an enemy unit runs into you, you will attack automatically, possibly putting them into confusion (➡p. 22). You can launch Ambush attacks on enemies if you are adjacent to one in a forest while hiding. Your unit leaves Ambush mode when it exits the forest. Note: You must be in a forest. You cannot enter Ambush mode if there is already an enemy unit next to yours, you are an elephant unit, or you have assembled weapons.

Command		Action Points needed	Required skills	Sub Unit	Description
Tactics	Fire	6	—	No	Set fire to an adjacent square. Note: You cannot set fire to rivers, poison swamps, or castle walls. This command cannot be used if the weather is rain, fog, or snow.
	Extinguish	6	—	Yes	Put out a fire.
	Sneak	—	Distract	No	Move without being detected by the enemy, even if you come into contact with one. This consumes far more Action Points than regular movement.
	Revive	6	Doctor	No	Heal your unit or an adjacent allied unit.
	Rally	6	Rally	No	Raise your own unit's morale. If allied units are adjacent to yours, their morale will also rise
	Settle	4	Settle	No	Relieve an allied unit from confusion or disorder.
	Pit	6	Geo	No	Set a pit trap. Note: You must be on a road, plain, forest, or field square. This cannot be used if an enemy unit is adjacent to yours, you are an elephant unit, you have assembled weapons, or you are a free officer. 200 gold required.
	Boulder	8	Geo	No	Send rocks rolling toward an enemy. Allied units may also be damaged by this. Note: You must be on rocky land. This cannot be used if an enemy unit is adjacent to yours or you are an elephant unit.
	Weather	10	Aero	No	Change the weather conditions
	Wind	8	Aero	No	Change the wind direction.
	Lightning	18	Aero/ Wizard	No	Send lightning bolts down on an enemy unit. Allied units may also be damaged. Note: The weather must be rain.
	Collude	12	—	No	If you have organized a citizen revolt, set off the revolt, lowering the council and gate's defense. Note: Only the commander's unit on the attacking side can use this command. You must have Excellent success with an Agitate command and get a promise of revolt before the battle.
	Defect	6	—	No	Have an officer you previously conspired with defect. Note: Only the commander's unit on the attacking side can use this command. This only works with deployed officers you have previously Conspired with successfully. Officers working as troop commanders cannot defect.
Direct		—	Warlord	No	Use your unit's Action Points to let other allied units engage in operations. Note: You cannot Direct units of higher rank than yours.
Assemble		10	—	Yes	Assemble a weapon. Note: You cannot Assemble weapons on water. You cannot Assemble a ram on a castle wall, or a tower or catapult in a forest.
Disassemble		10	—	Yes	Disassemble a previously assembled weapon.
Auto		—	—	Yes	Select units for automatic control by the computer. You can also execute this command with the R3 button, even when an auto-controlled or enemy unit is moving.
Retreat		1	—	Yes	Remove the unit from battle. Any supporting units will also retreat. If a troop commander retreats, all units under his command will also retreat. Note: The unit must be on the edge of the battlefield.
Wait		0	—	Yes	End your unit's turn.

Campaign Commands

You can choose campaign commands after your troop's turn is over. To attack, put your troop adjacent to an enemy troop, city, or structure and choose it as your attack target. To use tactics that require special skills, you must have an officer in your troop with the needed skill.

Command		Action Points needed	Required skills	Description
Tactics	Stun	4	Stun	Temporarily reduce an enemy troop's Move Points.
	Lure	5	Entice	Lure an enemy troop into a city or base. The enemy will stop if it becomes adjacent to a hostile troop, city or structure.
	Raid	4	Surprise	Attack an enemy troop from far away. If you fail, your troop will take damage.
	Sabotage	3	—	Lower the defense of a city from far away. Note: You cannot use this on free cities or cities with less than 100 defense.
	Ambush	2	—	Ambush an enemy from your current position. If an enemy comes adjacent to your troop, you will launch a surprise attack, throwing the enemy into confusion (➡p. 25). You will return to normal after moving or attacking. Note: You cannot ambush while in a city or structure.
	Distract	4	Distract	Change your troop's status to distract (➡p. 25). Distracted armies cannot attack or be attacked by enemies. The troop will return to normal after three turns.
	Maze	1	Maze	Build a maze on a base. Enemy armies become confused (➡p. 25) upon entering a maze; the maze disappears afterward. Note: You can use this command on a base that is either empty or occupied by an allied structure (camp, outpost, or fort). 1000 gold required.
	Rouse	3	—	Temporarily raise your troop's Attack Power.
	Mislead	4	—	Temporarily lower an enemy troop's Attack Power.
	Encourage	2	Rally	Raise your troop's morale.
	Discourage	3	Confuse	Lower an enemy troop's morale.
	Calm	2	Settle	Cancel any conditions you or an adjacent troop is suffering from.
Build		—	—	Build a structure (➡p. 13) on a base. If the base is empty or has a maze, you will build a camp, which can then be expanded to an outpost or fort. Note: Used on bases or allied structures (mazes, camps or outposts). Requires 1500 gold (camp), 2000 gold (outpost), or 3000 gold (fort).
Auto		—	—	Select troops for automatic control by the computer. You can also execute this command with the R3 button, even when an auto-controlled or enemy troop is moving.
Full Retreat		—	—	Remove all troops from the campaign, resulting in defeat for the proponent's side. Note: Only the proponent can use this command.
Wait		—	—	End your troop's turn.

Information List

Press the ◉ button on the strategy or move screen to view information. Select one of the topics in the list to view more detailed information.

City Information

You can view information on non-allied or free cities after succeeding with the Inspect, Survey, or Spy commands.

Basic	Area	The city's home area; the land where campaigns take place.
	Province	The city's home province. The number of provinces under your control affects your sovereign's title (➡p. 43).
	Force/District	The city's assigned force and district.
	Prefect	The ruler of the city.
	Officers	The number of officers assigned to the city.
	Free	The number of free officers in the city. You can Employ these officers by interacting with them.
Strength	Unit/Strength/ Pop.	The city's number of units, strength, and population. The higher the population, the more revenue the city generates.
	Policy	The city's policy, as ordered by the viceroy.
	Target	The city's target, if its current policy involves capturing another city.
	Info	The depth of information you have on the city. Use the Survey or Spy commands to improve this.
	Remaining Time	The number of months you can retain information on this city. "Spy" means that you have a spy in the city who will give you information until discovered.
Economics	Gold	The current amount of gold, with expected revenue and expenses.
	Food	The current amount of food, with expected harvest and consumption
	Farm	The current and maximum farm rating. The higher this is, the more food the city generates at the harvest time. Use the Farm command to improve this.
	Trade	The current and maximum trade rating. The higher this is, the more revenue the city generates each season. Use the Trade command to improve this.
	Tech	The current and maximum tech rating. When at maximum, use the Expand command to increase the city's scale. Also affects weapon construction and shipbuilding. Use the Tech command to improve this.
	Defense	The current and maximum defense rating. The higher this is, the more defense the city's gate and council will have in battle. Use the Repair command to improve this. The maximum rating depends on the city.
Domestics	Scale	S, M, L or XL. This goes up after the city expands once its tech rating reaches its maximum. Expanding a city increases its maximum farm, trade, tech, and number of units; it also creates special facilities.
	Type	Farm, Learn, Port, Trade, Wild, or Basic. The city's type determines the special facilities that will be built inside it (➡p. 47). Farm cities are good for recruiting horsemen cheaply.
	Specialty	The city's most renowned product. You'll want to know this when carrying out requests.
	Order	The higher this is, the less often enemy tactics succeed, and the easier it is for the city's population to grow. Low order results in citizen rebellion and roaming bandits near the city. The Farm, Trade, Tech and Repair commands lower order; the Order command raises it. Having 10 or more waiting petitions also lowers order.
	Facilities	The city's special facilities. Facilities displayed in gray will be built after the city is expanded.
Distress	Disasters	Shows which disasters (if any) are taking place. Disasters eventually disappear over time.
	Battle	The troop (if any) the city is currently battling. You may not enter or exit cities when they are engaged in battle.
	Rogue Army	Shows whether a rogue army is stationed in the city or not.

Force Information

You can view information on another force after succeeding with the Inspect, Survey, or Spy commands in the home city of its sovereign.

Basic	Kingdom	The name of the country (Wei, Shu, Wu, etc.).
	Title	The title of the force's sovereign, which affects the number of armies that force can deploy in a campaign. Sovereigns of Grand General rank or higher can stage campaigns (➡p. 26). Earned based on the number of controlled provinces and subordinate officers with the Hero skill.
	Main Base	The home city of the force's sovereign.
	Han Emperor	The name of the Han Dynasty emperor under the force's control. If a force captures the Han emperor, it can claim to be his official protector and the loyalty of all officers in that force will improve. If the forces sovereign later attains the title of Emperor, the Han emperor will abdicate.
Strength		The total number of districts, cities, officers, and units, as well as overall strength and population.
Economics	Gold	The current amount of gold, with expected revenue and expenses.
	Food	The current amount of food, with expected harvest and consumption.
Diplomacy	Relations	Current relations with your own force—hostile, poor, average, friendly, or trusted. This affects the diplomacy commands you can use toward this force (➡p. 29). The better your relations, the more smoothly diplomacy will go, and the less chance you will be invaded.
	Ties	Current ties with your own force—allied, neutral, or rival. Forces that battle automatically become rivals. Forces can become allied after a successful Alliance, Solicit, or Submit command (➡p. 29).
	Allied	If allied with this force, the type of alliance as viewed from your force's side—superior, dependant, or mutual.
	Superior	The force this force is dependant on (if any).
	Campaign	The location and campaign general of the current campaign (if one is taking place), as well as the force's role in it.
	Coalition	The force's role in a coalition (if one exists) and the number of months remaining. Coalitions are born after certain story events.

District Information

You can view information on another district after succeeding with the Inspect, Survey, or Spy commands in the home city of its district chief (sovereign or viceroy).

Basic	Force/District	The district's force and number within that force.
	Main Base	The home city of the district chief (sovereign or viceroy).
	City	The number of cities in the district.
	Officer	The number of officers in the district
Strength	Units/Strength/ Pop.	The district's number of units, strength, and population.
	District Policy	The policy for the district, as laid out by its sovereign (➡p. 32).
	District Target	The target of the district, if its policy involves capturing an area.
Economics	Gold	The current amount of gold across the district, with expected revenue and expenses.
	Food	The current amount of food across the district, with expected harvest and consumption.

Main Character/Officer Information

You can view information on officers outside of your own force by interacting with them or succeeding with the Inspect, Survey, or Spy commands in their home city.

*The number in parentheses shows the effect any carried items have on the ability. The maximum value of an ability with support items is 110.

Basic	Force - District	The name of the force, district, and city the officer is aligned with.
	Rank	Sovereign, viceroy, prefect, vassal, or free officer.
	Class	Based on performance. The higher this is, the higher the officer's salary and the number of units he can lead in battle. Officers must be class 5 or higher to become a prefect and class 2 or higher to become a viceroy.
	Deeds	Rises after completing orders; falls after abandoning orders. Maximum: 60,000
Ability	LDR	Affects the results of the Drill and Order commands, the turn order in battles, and any fluctuations in morale among units, as well as Tactics Points in campaigns. Maximum: 100
	WAR	Affects the results of the Repair command, Attack Power in duels, and Action Points in battle. The higher this is, the less likely the officer will sustain wounds in battle. Maximum: 100
	INT	Affects the Tech command, tactics/diplomacy effectiveness, and Attack Power and commands available in debates. Also affects Action Points and the success of tactics in battle. Officers with low INT fall for enemy tactics more often. Also affects Tactics Points in campaigns. Maximum: 100
	POL	Affects the results of the Farm and Trade commands. Maximum: 100
	CHR	Affects Search, Employ, Agitate, and Conspire, as well as diplomacy and Attack Power in debates. Maximum: 100
	LDR Exp – CHR Exp	Rises when the officer Learns from an officer or Trains in a school. One ability point is earned for every 100 experience.
	Health	The officer's current state of health—good, weakened, struggling, or critical. Your abilities decline as you grow sicker. Health gradually recovers by itself, but Healing at an infirmary speeds up the process.
Skills		The skills the officer has earned (➡p. 45).
Exp		Experience earned for executing commands. Affects earned skills (➡p. 45). Only displayed in your own character's information screen.
Records		The officer's record in battles, duels, and debates. Affects earned skills (➡p. 45). Only displayed in your own character's information screen.
Personal	Gender – Yrs. Served	The officer's gender, age, and number of years with current force.
	Loyalty	The officer's loyalty to his or her sovereign. The higher this is, the less likely an officer is to Betray or agree to Conspire or Employ requests. Goes up with the Award, Reward or Gift commands. Not displayed in the Advanced skill level.
	Fame	The officer's reputation. Affects the results of the Serve and Defect commands. Officers with high fame will earn a high class upon joining a force and will receive more help from citizens when executing domestics commands. Maximum: 1000
	Friendship	How friendly the officer is toward your character—stranger, aware, acquainted, friend, trusted, or close. The better this is, the more successful the Employ, Conspire and Serve commands will be. You can Learn from trusted officers and Instruct close officers. Goes up with the Award, Talk, Gift, Banquet, and Drink commands.
Private Unit	Orders/Progress	The officer's current orders; if there are orders, the officer's current progress is also displayed(Preparing or Active).
	Spouse	New officers can pick a spouse during the officer registration process.
	Oath	Drink with officers close to you to forge an oath together. You may forge oaths with up to three people.
	Type/Strength	Free officers can Establish and Recruit units at taverns. Only one unit can be held at one time.
	Exp	Goes up when you Drill the unit at a tavern. The higher a unit's experience, the more offense it will have in battle.
	Morale	Goes up when you Drill the unit at a tavern. A unit will retreat from battle if its morale reaches zero.
	Pay	Whether or not you have to pay your unit (1 gold per day). Free officers with the Hero skill do not need to pay their units.

Skill List

Each skill has its own requirement that must be met before it can be learned as a new skill. Many skills also must be learned from other officers while some must be learned from special game characters. The skills you've attained can be checked on the Main Character Info screen.

	Skill	Description	Requirements	How to Acquire
Domestics	Farm	Lets you extend the period of the Farm command.	200 Farm experience	Use Learn/ POL on an officer with the skill
	Trade	Lets you extend the period of the Trade command.	200 Trade experience	
	Tech	Lets you extend the period of the Tech command.	200 Tech experience	
	Repair	Lets you extend the period of the Repair command.	200 Repair experience	
	Order	Makes the Order command more effective.	200 Order experience	
	Hire	Lets you recruit soldiers with greater experience and morale with the Recruit command.	100 Food, Horse, and Bow experience	
	Drill	Makes the Drill command more effective, letting you raise your unit's experience and morale above 100.	200 Food, Horse, and Bow experience	
Battle	Charge	Lets you use the Charge command in battle.	500 Horse experience	Use Learn/ LDR on an officer with the skill
	Missile	Lets you use the Missile command in battle if you are commanding bow units.	500 Bow experience	
	Unison	Lets you use the Unison command in battle.	500 Foot experience	
	Settle	Lets you use the Settle command in battle or the Calm command in a campaign.	5 battles	
	Rally	Lets you use the Rally command in battle or the Encourage command in a campaign.	10 battles	
	Surprise	Lets you use the Surprise command in battle or the Raid command in a campaign.	20 victories in battle	
	Distract	Lets you use the Sneak command in battle or the Distract command in a campaign.	10 victories in battle	
Tactics	Blunder	Lets you use the Blunder command in battle	200 Tactics experience	Use Learn/ INT on an officer with the skill
	Stun	Lets you use the Scare command in battle or the Stun command in a campaign.	300 Tactics experience	
	Entice	Lets you use the Entice command in battle or the Lure command in a campaign.	400 Tactics experience	
	Confuse	Lets you use the Confuse command in battle or the Discourage command in a campaign.	500 Tactics experience	
	Aero (Aeromancy)	Lets you use the Weather and Wind commands in battle.	600 Tactics experience, 400 Tech experience	
	Geo (Geomancy)	Lets you use the Boulder and Pit commands in battle. If you also have the Wizard skill, you can also use the Lightning command. Also makes it easier to find items while handling treasure hunt requests.	600 Tactics experience, 400 Inspect experience	
	Maze	Lets you Build mazes and use the Maze command in campaigns.	700 Tactics experience, 400 Repair experience	
Duel	Recover	Lets you use the Recover special move in duels.	5 duels	Use Learn/ War on an officer with the skill
	Shout	Lets you use the Shout special move in duels.	15 duels	
	Scare	Lets you use the Scare special move in duels.	30 duels	
	Parry	Lets you use the Parry special move in duels.	10 straight duel victories	
	Counter	Lets you use the Counter special move in duels.	30 straight duel victories	
	Crush	Lets you use the Crush special move in duels.	10 duel victories	
	Maul	Lets you use the Maul special move in duels.	30 duel victories	

	Skill	Description	Requirements	How to Acquire
Debate	Awe	Lets you use Awe in debates.	5 debates	Use Learn/ CHR on an officer with the skill
	Plead	Lets you use Plead in debates.	10 debate victories	
	Refute	Lets you use Refute in debates.	30 debate victories	
	Fault	Lets you use Fault in debates.	5 debates	
	Argue	Lets you use Argue in debates.	30 debates	
	Provoke	Lets you use Provoke in debates.	10 straight debate victories	Talk with a certain person
	Insult	Lets you use Insult in debates.	30 straight debate victories	
Renown	Warlord	Lets you use tactics freely, even as a vassal or free officer. Also lets you use Direct in battle.	70 Intelligence, 700Tactics experience	Earned when requirements are met
	Hero	Lets you use the Persuade command when a rogue army or when invading an enemy city, as well as the Instruct command no matter what your rank or home city is. Free officers with this skill don't have to pay their private units.	700 Fame	Talk with a certain person
	Admiral	Gives you an advantage in water battles. Makes your ships impervious to water currents.	500 Navy experience	Earned when requirements are met
	Spy	Replaces the Survey command with Spy.	700 Inspect experience	
	Host	Lets you use the Banquet command in taverns.	200 Drink experience	
	Doctor	Lets you use Heal in battle and Diagnose when interacting with another officer. Recover more quickly from illness or wounds.	400 Farm, Trade, and Order experience	Talk with a certain person
	Wizard	Lets you use Magic when entering a hostile city. If you also have the Aeromancy skill, lets you use the Lightning command in battle.	500 Wizard experience	Talk with a certain person

How to Build Experience

You can earn the experience points needed to acquire skills by executing commands and carrying out requests. You can check your character's progress via the Main Character Info screen.

	Exp	Commands/Actions to raise exp with	Areas with requests to build exp with
Experience	Farm	Farm	1. Ba Shu 2. Wu Yue 3. Nei Bei
	Trade	Trade	1. Chu 2. Xi Bei, Central Plains
	Tech	Tech, Weapon, Ship	1. Chu 2. Central Plains
	Repair	Repair, Expand, Weapon, Ship	1. Xi Bei 2. Nei Bei 3. Ba Shu
	Order	Order	1. Central Plains 2. Xi Bei 3. Ni Bei
	Foot	Establish, Recruit, Drill (when used on foot units); commanding foot units in battle	1. Nei Bei
	Horse	Establish, Recruit, Drill (when used on horse units); commanding horse units in battle	1. Nei Bei 2. Xi Bei
	Bow	Establish, Recruit, Drill (when used on bow units); commanding bow units in battle	1. Nei Bei
	Navy	Ship; fighting in water	1. Wu Yue
	Tactics	Agitate, Destroy, Rumor, Conspire, Disrupt, any tactical command in battle except Wind, Weather, and Lightning	1. Wu Yue 2. Chu
	Inspect	Inspect, Spy	1. Xi Bei
	Drink	Banquet, Drink	1. Wu Yue
	Wizard	Forecast, Fortune (in observatory); Wind, Weather, Lightning (in battle)	1. Ba Shu

Special Facilities

Special facilities are built when using the Expand command to enlarge the scale of a city.

Area	City	Type	Scale M	Scale L	Scale XL
Nei Bei	Xiang Ping	Farm	Garrison (H)	Garrison (B)	Flood Control
	Bei Ping	Farm	Garrison (H)	Garrison (HB)	Granary
	Ji	Learn	School of WAR	Garrison (B)	Lecture Hall
	Nan Pi	Basic	Garrison (F)	Foundry	Shelter
	Ye	Trade	Bazaar	Exchange	Observatory
	Ping Yuan	Basic	Garrison (F)	Machine Yard	Infirmary
	Bei Hai	Learn	School of POL	School of LDR	School of WAR
	Jin Yang	Farm	Garrison (H)	Foundry	Flood Control
	Shang Dang	Farm	Garrison (H)	Garrison (B)	Garrison (HB)
Central Plains	Xia Pi	Basic	Garrison (F)	Flood Control	Shelter
	Xiao Pei	Learn	School of LDR	School of INT	School of POL
	Pu Yang	Trade	Bazaar	Garrison (B)	Exchange
	Chen Liu	Basic	Machine Yard	Garrison (F)	Granary
	Xu Chang	Basic	Garrison (F)	Shelter	Foundry
	Ru Nan	Basic	Garrison (B)	Granary	Garrison (F)
	He Nei	Trade	Exchange	Garrison (B)	Granary
	Luo Yang	Learn	School of INT	Lecture Hall	Shelter
	Shou Chun	Basic	Garrison (F)	Machine Yard	Infirmary
	Lu Jiang	Port	Shipyard	Flood Control	Garrison (B)
Xi Bei	Chang An	Trade	Exchange	Bazaar	Infirmary
	Tian Shui	Basic	Garrison (H)	Garrison (F)	Granary
	An Ding	Farm	Garrison (H)	Granary	Foundry
	Wu Wei	Farm	Garrison (H)	Garrison (HB)	Garrison (B)
	Xi Ping	Farm	Garrison (H)	Foundry	Granary
Ba Shu	Wu Du	Basic	Garrison (B)	Foundry	Granary
	Han Zhong	Basic	Shelter	Garrison (B)	Foundry
	Zi Tong	Learn	School of LDR	Garrison (F)	Lecture Hall
	Cheng Du	Trade	Exchange	Bazaar	Observatory
	Jiang Zhou	Basic	Machine Yard	Foundry	Garrison (F)
	Yong An	Port	Shipyard	Garrison (B)	Infirmary
	Jian Ning	Wild	Garrison (F)	Garrison (A)	Granary
	Yun Nan	Wild	Garrison (A)	Garrison (B)	Flood Control
	Yong Chang	Wild	Machine Yard	Garrison (E)	Flood Control
	Wan	Basic	Garrison (F)	Foundry	Garrison (B)
	Xin Ye	Basic	Garrison (F)	Machine Yard	Flood Control
	Xiang Yang	Learn	School of INT	School of WAR	Shelter
Chu	Jiang Xia	Basic	Garrison (B)	Foundry	Garrison (F)
	Shang Yong	Port	Shipyard	Garrison (F)	Flood Control
	Jiang Ling	Port	Shipyard	Granary	Foundry
	Chang Sha	Trade	Bazaar	Garrison (F)	Infirmary

Chu	Ling Ling	Basic	Garrison (B)	Granary	Flood Control
	Wu Ling	Basic	Garrison (B)	Garrison (S)	Granary
	Gui Yang	Basic	Machine Yard	Flood Control	Garrison (F)
Wu Yue	Jian Ye	Port	Shipyard	Foundry	Observatory
	Wu	Port	Shipyard	Infirmary	Shelter
	Hui Ji	Learn	School of POL	Garrison (F)	Lecture Hall
	Chai Sang	Port	Shipyard	Foundry	Flood Control
	Jian An	Basic	Garrison (S)	Machine Yard	Granary
	Nan Hai	Trade	Exchange	Garrison (B)	Flood Control
	Jiao Zhi	Basic	Garrison (S)	Shelter	Flood Control

Special Facility Types

Some facilities have an effect simply by building them; others require you to execute commands inside of them to work.

Garrison (F)	Upgrade the foot units in your barracks.
Garrison (H)	Upgrade the horse units in your barracks.
Garrison (B)	Upgrade the bow units in your barracks.
Garrison (E)	Establish an elephant unit in your barracks.
Garrison (A)	Establish an armored unit in your barracks.
Garrison (S)	Establish a savage unit in your barracks.
Garrison (HB)	Establish a horsebow unit in your barracks.
Shipyard	Build ships.
Machine Yard	Build weapons.
Foundry	Establish one in a city with a garrison, shipyard, or machine yard to create higher-quality units, ships, and weapons.
School of INT	Train your officer's INT ability.
School of POL	Train your officer's POL ability.
School of LDR	Train your officer's LDR ability
School of WAR	Train your officer's WAR ability.
Lecture Hall	Establish one in addition to a school to raise the effect and maximum level of your training.
Exchange	Earn money and items via trade.
Bazaar	Buy and sell items.
Flood Control	Reduce damage from typhoons and floods.
Granary	Reduce damage from locusts.
Shelter	Increases population growth and eliminates the order penalty for earthquakes.
Infirmary	Heal illnesses and reduce damage from the plague.
Observatory	Measure your lifespan and predict natural disasters.

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Mild Language
Sexual Themes
Violence

A Kou Shibusawa Production | An Action Strategy Game

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